


**RR 64**  
**POSTERS INSIDE!**

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**INSIDE!**  
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SECTION ON P70!



**OFFICIAL! WORLD'S BIGGEST N64 MAG**

# N64 PRO



**TOY  
STORY 2  
GUIDE!**

**FIRST LOOK!**



# POKÉMON STADIUM

**PLAYED TO DEATH!**

- ★HYDRO THUNDER★
- ★NBA IN THE ZONE★
- ★BATTLEZONE 64★
- ★CYBER TIGER★
- ★BATTLETANX★
- ★ECW★



**PLUS!**

**CASTLEVANIA  
LEGACY OF DARKNESS**



**PLUS!**

**HYDRO THUNDER**

**WIN!**

**N64 BATTLETANX CARTS!**



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**NINTENDO 64 CHEATS & TIPS**

**A SIMPLE CALL AND YOU'VE GOT THE CHEAT!**



**A-F**

1080 Snowboarding  
A Bug's Life  
Aero Fighters Assault  
Aero Gauge  
Air Boarder 64  
All-Star Baseball 2000, 99  
Armored  
Army Men Sarge Heroes  
Attitude: WWF  
Automobili Lamborghini  
Banjo Kazooie  
Battle Tanx  
Beetle Adventure Racing  
Bio Freaks  
Blast Corps  
Body Harvest  
Bomberman Hero 64  
Buck Bumble  
Bust a Move 2, 99  
California Speed  
Carmageddon  
Castlevania  
Castlevania Legacy of Darkness  
Chameleon Twist 1, 2  
Charlie Blast's Territory  
Chopper Attack  
Clayfighter 64  
Command & Conquer 64  
Cruisin the World  
Cruisin USA  
Dark Rift  
Deadly Arts  
Destruction Derby 64  
Diddy Kong Racing  
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Doom 64  
Duel Heroes  
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F1 World Grand Prix  
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Fisherman Bass Hunter 64  
Flying Dragon  
Forsaken  
Fox Sports College Hoops 99  
F-Zero X

**G-K**

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Gex  
Glover  
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Golden Nugget 64  
GT 64 Championship Edition  
Hexen  
Hot Wheels Turbo Racing  
Hybrid Heaven  
Iggy's Reckin Balls  
In-Fisherman Bass Hunter 64  
International Superstar Soccer  
ISS 98  
Jeopardy  
Jet Force Gemini  
Jikkyou World Soccer World Cup  
France 98  
J-League 11 Beat 97  
Ken Griffey Jr.'s Slugfest  
Killer Instinct Gold  
Knife Edge: Nose Gunner  
Knockout Kings 2000  
Kobe Bryant in NBA Courtside

**L-P**

Lego Racers  
Lode Runner 3D  
Lylat Wars  
Mace: The Dark Ages  
Madden 64  
Madden NFL 99

Magical Tetris Challenge  
Major League Baseball: Ken Griffey Jr.  
Mario 64  
Mario Golf  
Mario Karts  
Mario Party  
Mayhem:WCW  
Micro Machines  
Mike Piazza's Strike Zone  
Milo's Astro Lanes  
Mischief Makers  
Mission Impossible  
Monopoly  
Mortal Kombat: Sub Zero  
Mortal Kombat: Trilogy  
Mortal Kombat 4  
Multi-Racing Championship  
Mystical Ninja: Starring Goemon  
Mystical Ninja 2  
Nagano Olympic Hockey  
Nagano Winter Olympics 98  
Nascar Racing 99  
NBA Series (NBA Games)  
New Tetris  
NFL Series (NFL Games)  
NHL Series (NHL Games)  
Nightmare Creatures  
Ocarina of Time, The Legend of Zelda  
Off-Road Challenge  
Olympic Hockey Nagano 98  
Penny Racers  
Perfect Striker  
Pilot Wings  
Pokemon Snap  
Pokemon Stadium  
Powerful World Soccer 3  
Pro Baseball King  
Puyo Puyo Sun 64

**Q-U**

Quake 2  
Quake 64  
Quest 64

Rakuga Kids  
Rampage Universal Tour  
Rampage World Tour  
Re Vol  
Ready 2 Rumble Boxing  
Revenge: WCW/NWO  
Roadsters  
Robotron 64  
Rugrats: Scavenger Hunt  
Rush 2 Extreme Racing USA  
S.C.A.R.S  
San Francisco Rush  
Shadowgate 64: Trials of the Four Towers  
Shadowman  
Shadows of the Empire  
SimCity 2000  
Snowboard Kids 1, 2  
South Park  
Space Dynamites  
Space Station: Silicon Valley  
Star Fox/ Lylat Wars  
Star Soldier  
Star Wars: Racers  
Star Wars: Rogue Squadron  
Super Mario  
Super Robot Spirits  
Super Smash Brothers  
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Superman  
Tetrisphere  
Tonic Trouble  
Tap Gear Overdrive  
Tap Gear Rally  
Toy Story 2  
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Twisted Extreme Snowboarding  
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**V-Z**

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Virtual Chess 64  
Virtual Pool 64  
V-Rally 99 Edition  
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Wayne Gretzky's 3D Hockey 1, 99  
WCW Mayhem  
WCW Nitro  
WCW vs NWO Revenge  
WCW vs NWO World Tour  
Wetrix  
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Wipeout 64  
World Cup 98  
World Driver Championship  
World Tour: Rampage  
WWF Attitude  
WWF War Zone  
WWF WrestleMania 2000  
Xena Warrior Princess: Talisman Of Fate  
XG2  
Yoshi's Story  
Zelda  
Zero Hour: Duke Nukem



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Pika,  
Pikachu-chu,  
Pika-pikachu!  
Chu!

C'mon Pikachu,  
we have to get inside this latest  
issue of N64 Pro to check out *Pokémon  
Stadium*, where all the best trainers can fight  
their Pokémon in 3-D. There's a look at the latest  
arcade games in the special feature and all the  
usual posters, news and competitions. Tip-X has  
been busy solving the mysteries of *Toy Story 2*,  
plus *Castlevania: Legacy of Darkness* and  
*Hydro Thunder* are given the full  
treatment. Lets go!

*Toy Story 2* is filling cinemas  
nationwide but what's our  
favourite Disney film?

## The eight commandments

**N64 PRO:** will always review games dead honestly and we'll include two other opinions for you to read too!

**N64 PRO:** will be bang up to date with the latest reviews, finest previews and most up-to-the-minute news in every single issue!

**N64 PRO:** will scour the galaxy to find each and every new cheat for every single N64 game, even if it kills us!

**N64 PRO:** team members will never talk down to our readers - even the really thick ones!

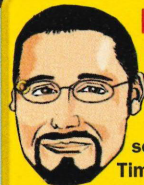
**N64 PRO:** will always be written by experts who live and breathe N64 gaming!

**N64 PRO:** will always give the most coverage to the best games. We won't waste our time - or yours - rambling on about the rubbish ones!

**N64 PRO:** will always be the most reader-interactive N64 mag around, giving you the chance to have YOUR say in many different ways!

**N64 PRO:** will always feature the latest cheats and the guides to the games you want to see cracked!

## The team...



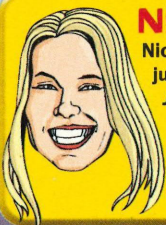
### Russell...

Russ reckons the best Disney film ever just has to be *The Lion King*. The soundtrack is top and Timon and Pumbaa are simply brilliant!



### Mark...

Mark just loves *The Hunchback Of Notre Dame*. It reminds him of his childhood days ringing the school bell with his face!



### Nicky...

Nicky adores the jungle, so *The Jungle Book* is the film for her. She likes Mowgli as he wears very skimpy pants!



### Nerys...

Nerys just can't resist huge muscly men, so she has chosen *Hercules*. The flexing of feisty flesh will always raise a smile!



### Scoop...

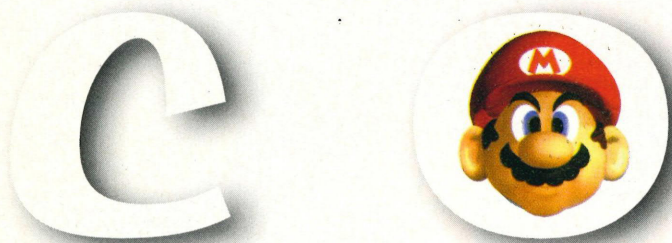
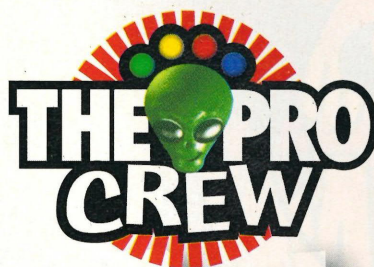
Scoop's favourite movie is *The Lady And The Tramp* - He's watched it over fifty times and the tape is a bit worn in places!



### Tip-X...

Our resident alien Tip-X loved the first *Toy Story* movie and big Buzz Lightyear is definitely his favourite superhero!





## Toys and videos

We've got a bumper amount of toys, videos and games to give away this month and you'll find them all on page 16. Fill in your form and send them to us before the closing date to win some fabulous prizes.

## PULL-OUT TOY STORY 2 MINI-MAG!

Tip-X has been busy this month solving the mysteries of Toy Story 2. Join us on page 37 for the full guide including expert hints and tactics for finding every Pizza Planet token and defeating all of the boss characters. If you're stuck, look no further as this is the only guide you're going to need!



## ENTER THE PRO CREW

### 56 Tips, Codes & Cheats

Turok: Rage Wars, Knockout Kings 2000, Winback and Battletanx all get the full Tip-X monty!

### 60 You Reckon?

A huge collection of letters about all topics good and bad! Most interesting or humorous letter wins a new game!

## Regulars

**6 News** Scoop has uncovered a sad tale about Perfect Dark. Check the news for more details!

### 21 Release Schedule

Track the progress of the upcoming games. Can you guess when Perfect Dark will appear!

## 20 Reviews...

**24** Castlevania: LOD

**28** ECW

**30** Hydro Thunder

**34** Cyber Tiger

**36** Battletanx: Global Assault

**49** NBA in the Zone

**50** Battlezone 64

## 30 Hydro Thunder

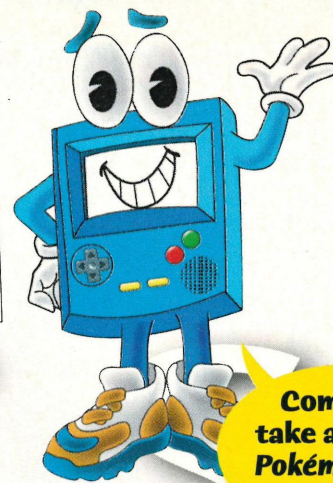
# REVIEW





**68** Join the Pro Crew!  
You'd, er, be daft not to!

**76** Nintendo Park  
Every game ever made!



Come and take a look at Pokémon Gold and Silver!

**FREE**  
Posters

**PRO**  
**ZONE**

### 64 Swap Shop

Swap old games for new and sell any unwanted games. You can even big-up your mates!

### 66 Pro Arena

Enter the gladiators who crush their opponents' high scores. Have you got the skills to top the charts?

### 68 Join the Pro Crew

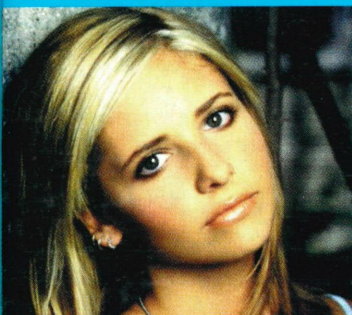
Sign up for the Pro Crew today and get free gifts, exclusive cheats and earth shattering Nintendo news!

### 70 Game Boy Nation

Look at Pokémon Gold and Silver and some other fantastic games for the worlds smallest console!

### 76 Nintendo Park

Parky keeps the N64 games under control. You'll find them all hiding in the Park!



### 20 Scoop's Gallery

Scoop, canine of lordly calibre, digs up a fine selection of videogame Van Goghs!

### 18 Leagues

Find out how well your favourite game developer is doing in the premier league of games!

Left: Buffy, back by popular demand in You Reckon!

**BLUEPRINT**



### 13 Ridge Racer

The first Nintendo game of the new Millennium is looking hotter than a chilli vindaloo!

### 12 Pokémon Stadium

Pokémon battling in full 3-D. It's just awesome!



**24**

The Belmonts are back on the trail of the Prince of Darkness in the all-new *Castlevania* game. Take a trip to the *Legacy Of Darkness* and find out if it's got plenty of bite!

**Stop!**

Don't come any closer and take off that smelly garlic sweatshirt!

**24** Castlevania LOD



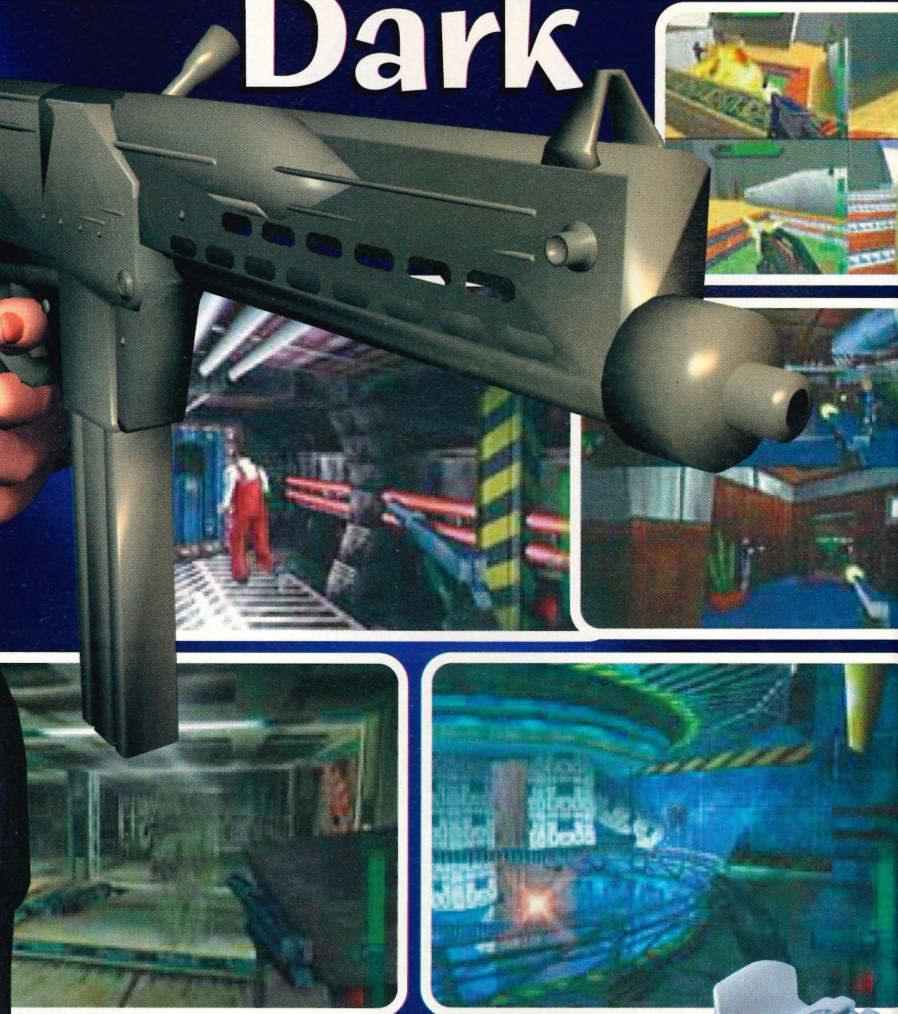


## Hot news this month...

- 6 Perfect Dark
- 7 Winback in UK
- 8 Ogre Battle
- 9 Yoshi's Story

# NEWS

# Perfect Dark



## Dolphin dirt

**N**EWs has filtered through that the Dolphin is almost ready and Nintendo are still sticking to their promise that the super console will be available at the end of this year. This would be great, but with only eight months to go, there is still no mention of the hardware on any Nintendo release schedules and there is no news of any games for the new system. It is becoming ever more likely that the system will not make its intended date and will be more likely not to appear until sometime in 2001. The reasons for this are that without software, Nintendo couldn't

possibly launch the machine and development kits are still not available to third party publishers.

Also, with the constant lateness of finished products (see *Perfect Dark*) how can Nintendo possibly believe that anyone thinks the Dolphin will make it to its launch party. Lets hope Nintendo has a few hidden tricks up its sleeve and does make good its promise, which would be a massive surprise for everyone! Expect more news soon!



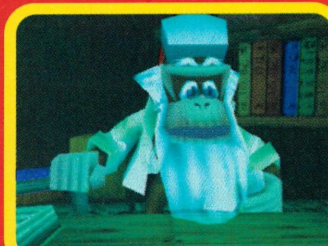
## Tilt!

**R**umours circulating the videogame world have hinted that Nintendo may be working on a special tiltable controller for its next-generation console. Using motion sensor technology, the new controllers could move on screen sprites with a tilt of your hand in any direction, like the Evolution system shown here. Another step closer to virtual reality technology!





# Charts



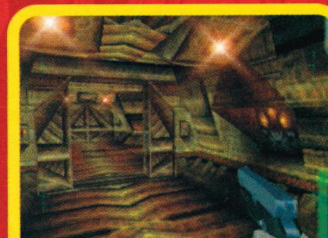
## Game UK Chart

- 1 - Donkey Kong 64
- 2 - Resident Evil 2
- 3 - WWF Wrestlemania 2000
- 4 - Toy Story 2
- 5 - Jet Force Gemini



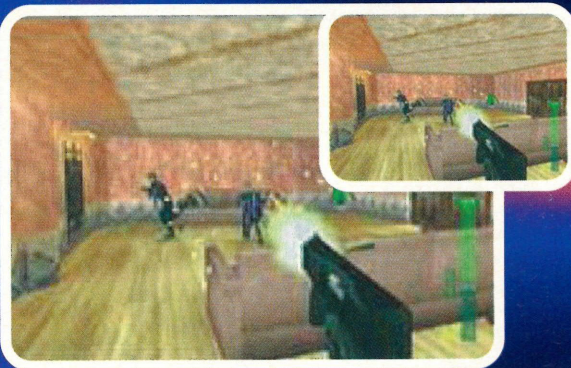
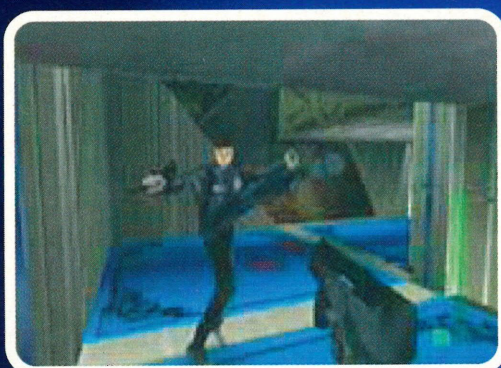
## Game Boy Color

- 1 - Pokémon Blue
- 2 - Pokémon Red
- 3 - Tarzan
- 4 - Mario Golf
- 5 - Warioland 2



## N64 Pro's most wanted

- 1 - Perfect Dark
- 2 - Starcraft
- 3 - Ogre Battle 64
- 4 - Taz Express
- 5 - Banjo Tooie



**N**O SOONER do we give you the complete preview on *Perfect Dark* (see last month) than Rare swan off to America, show the Yanks how good the game is then head home to tell us it's been delayed again and the best feature has been stripped out of the game.

*Perfect Dark* was going to come out in December last year, then on 1 April, then mid-to-late April, now it's going to be 19 May - nope, sorry, 30 June. On the other hand, it could come out any time between now and next year. To be honest, we don't really know anymore! It's been delayed so often (it was originally going to be September 1999) that we no longer have any faith in the release dates they're giving us. Bear in mind that this game has been in development since *GoldenEye* was finished (1997) so it's been knocking around for good three years now.

As if that isn't bad enough, the best feature of the game has been removed. You will no longer be able to put your own face onto the characters by using the Game Boy Camera. Rare said that the feature was causing the game to crash and they don't have time to fix it. As the feature was seen running perfectly at the E3 it seems hard to believe that a developer of Rare's undeniable quality is unable to iron out a few bugs. To be honest, there isn't a single one of us that actually believes Rare. Call us

cynical, but it's more likely that Nintendo got cold feet about children being able to shoot each other in a game.

If you haven't stopped smiling yet then there's more bad news. *Perfect Dark* will not fully function without the four meg expansion pak. If you don't have one then all you'll be able to play is a stripped down version of the multiplayer game - only two players at a time and the screen will have big borders to reduce the screen size. Fortunately, you won't have to pay extra to buy the game with an expansion pak (like *Donkey Kong*). The box will come with a big warning on the front telling people that they really should have an expansion pak to play the game. Still, there's bound to be some very confused people when it comes out.

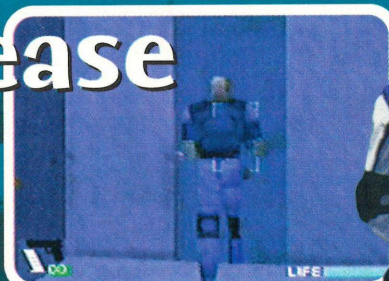
We're rapidly running out of patience with the whole *Perfect Dark* situation. We played the game at the ECTS last year and it looked finished to us. The multiplayer game was fine and the single-player didn't seem to have any problems. Rare keep saying they want the game to be absolutely perfect. That's all well and good but we'd like to actually play it before the next Millennium!



# Operation Winback for UK release

**W**INBACK was reviewed on US import back in issue 30 and is now set to have a UK release. The game is a great strategy shoot-'em-up featuring a new Active Motion System which enables your character to duck behind crates and shin along walls realistically. This is the closest you'll get to *Metal Gear Solid* on the N64 and it offers a real challenge.

Virgin Interactive has taken this cartridge on and given it a release date of around the beginning of May. At least you'll have one decent shooting game to play while we all wait in vain for *Perfect Dark*.



**WIN!**

Predict next month's official UK **GAME** chart top 3 and win a £25 **GAME** gift voucher

My predictions are as follows...

- 1
- 2
- 3

Name

Address

Postcode

Age



# Ogre Battle

**T**HERE has been very little news on this title for quite some time and now we get to find out why. *Ogre Battle 64: Person Of Lordly Calibre* looked fantastic when we first saw it and sparked anticipation everywhere. The game is currently being translated for a US/UK version and it is so large that it has taken the translation team this long to get half

way through it. The game features over 50 hours of gameplay and is now not expected to be finished until sometime in August. Obviously, we'll keep you updated on this new RPG and hopefully we should be able to play it later this year.

# Quaking

Come on. Let me at 'em!

**A** FORMER ID software programmer is armoured to have joined Retro Studios to aid development of Dolphin games. Dave Kirsch was a lead designer on *Quake* and has been involved in a range of first-person shooting games. He is now joining a few other key programmers at Retro Studios to work on Dolphin games, which will probably be in the same genre. Retro Studios has a very close working relationship with Nintendo and will be very well-positioned when the new consoles are released.

Expect some big games to come from this camp!

Fantastic first-person shooter sure to be coming soon to Nintendo!

So big it's taken this long to translate half of it!

# South Park - Chin Poko Mon

**O**NE of the latest *South Park* cartoons included a mickey take of Nintendo's biggest ever Game Boy game. The Chin Poko Mon episode uncovers a deadly plot by the Japanese to take over the USA using cute cuddly talking collectable monsters to brainwash schoolchildren. The latest craze to arrive from the land of the Rising Sun, the Chin Poko Mon shout things like "I Love You!", "You're A Chin Poko Mon Master!" and

"Destroy The American Government!" Which is nice. Thankfully, the parents of South Park manage to save the day, despite the Japanese ambassadors trying to 'distract' them... well, you really had to be there. Very very funny indeed.

Chin Poko Mon are cool - got to buy them all!

Oh my God! Chin Poko Mon Rock!

This little lamb isn't lost - he's got a machine gun!



# Yoshi's Story on GB Advance

ONE of the first games for Game Boy Advance could be a perfect port of the N64 version of *Yoshi's Story*. The cutesy little dinosaur will be used to showcase the power of the new Game Boy Advance in full colour with the whole game intact. This will come as great news for Game Boy fans everywhere, proving that the new hand-held will be capable of outstanding graphics comparable to the SNES. This doesn't sound that good, but remember the Advance will have a fairly small screen so the resolution should be breathtaking. Much is expected of this little machine and we're sure that it won't disappoint!

Cute little Yoshi is gonna be a big thing on a small machine!

I've come from Mario Party to have a look!

Yoshi's Story will really show off the power of the Advance!

I want my own racing game!

## New Nintendo!

THIS will be the last ever issue of N64 Pro before we dash behind the large grey screen and appear on the other side wearing a completely different outfit. The new magazine will

be called NINTENDO PRO and will feature news, reviews and previews of all Nintendo games including N64, Game Boy Color, Game Boy Advance and Dolphin. Apart from the obvious name change, very little will change about the magazine and all the popular features and sections will be retained for our valued readers.

There will be plenty of new features too, making your favourite Nintendo magazine even better! See you next month!

**NEW 100% 100% AWESOME NINTENDO ACTION!**

**NINTENDO PRO**

**250**

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**plus: We play it and rate it!**

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**375 tips and cheats for all your Nintendo faves!**

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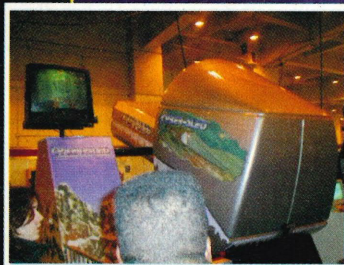
## Rolling Extreme

This game looked really odd and instantly grabbed our attention. It's based around street lugging, with fighting and tricks thrown in for good measure. The controls are great and after a few seconds, we were hightailing it down the urban slopes at ridiculous speeds, taking great pleasure in landing a left or right hook. It is a game that could actually do well on the N64 as it's fun and user-friendly, but the sitting position creates a lot of the excitement and it just wouldn't be the same if you were playing the game from the comfort of your sofa. Don't expect this game to ever be released on the N64, but if you see it in your local arcade, you just have to have a go... it's great!

These bizarre seats make for a great game!



The luges crash down the slopes at perilous speeds!

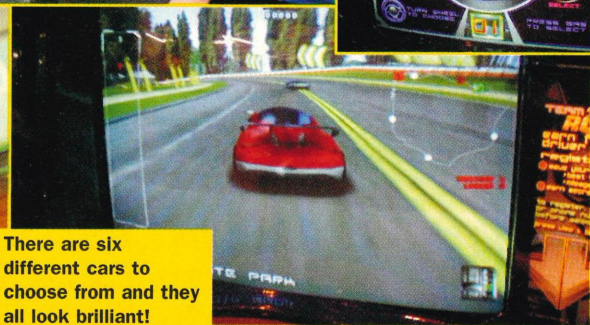


# ATEI

## Rush 2049

The latest driving game in the 'Rush' series from Midway is a real treat that combines excellent handling and some breathtaking tracks. There are loads of jumps and time-saving short cuts which add to the excitement of the race, especially when you are racing a friend. There are six different cars to choose from and each has a unique look and feel. There's also a special feature on this beast of a machine and that's the inclusion of a Password Check-In system that will record your progress and allow you to continue your game at a later date. Midway has confirmed that an N64 version of this game is in development and should be released before the end of the year. We'll certainly be rushing to get it!!

The driving in Rush 2059 is very realistic. There are loads of hidden short cuts too!



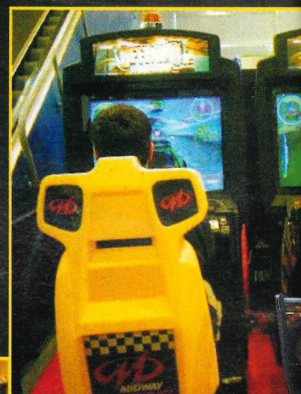
There are six different cars to choose from and they all look brilliant!

## Off-Road Thunder

Off-road trucking is a big thing in the States, but it has never taken off over here. Previous monster truck games haven't done little to promote the activity either, but this game had the potential to change everything! The control is excellent and you get a good feel for your four massive wheels; the tracks are interesting with a number of jumps and there are plenty of nitro turbo boosts scattered around. There are even quite a few vehicles to choose from, but sadly this game just didn't scream at us to play it again. Some games have it and some simply don't! There are, at present, no details on a console version, but with high production costs and the general dislike of *Monster Truck Racing*, it's probably best left inside the arcade.



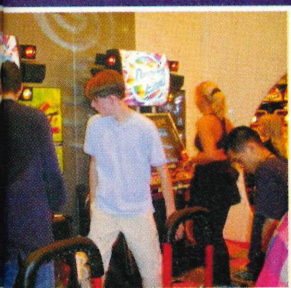
Racing action is always better against mates!



Off Road Thunder is a big beast of an arcade machine.

# ARCADE

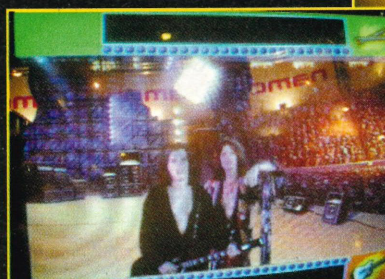




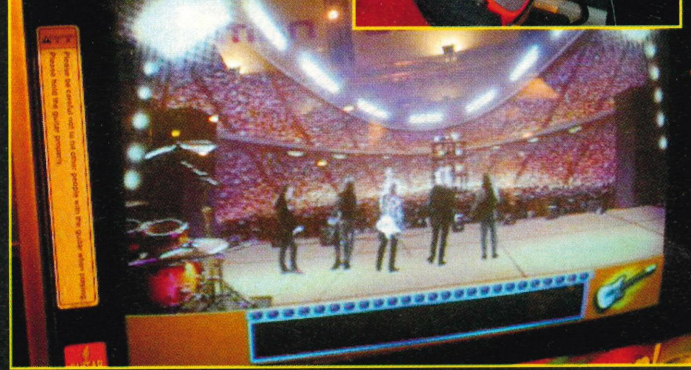
## Aerosmith: Quest For Fame

Once in a century a game comes along that takes the world by storm. Whether or not *Quest For Fame* will be one of those games remains to be seen, but it had us hooked from the moment we played it. The gameplay is simplicity itself – use the guitar and/or drum controllers to play a song along with musicians on-screen. Start in a bedroom, work through a garage to a bar and then go to a music school. Finally, if you're good enough, you get to play live with Aerosmith on stage. There will never be an N64 version of this game but it's great fun and worth a few quid for a laugh! Be warned – certain members of the Pro party took it all far too seriously and went solo on the guitar for half the day, refusing to leave until they'd played with Aerosmith and won.

Rock on Russ! Feel the music, man!



"Thank you Wembley and good night. I love you!"

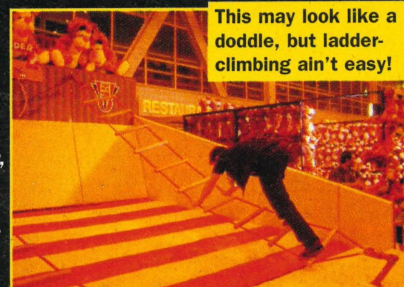


# SHOW 2000



## Fun and games at the fair

Whilst in the 'big city' we stopped in at the Fair Show which was just next door (well, you didn't think we'd walk too far, did you?) and got to play on a few of the silly activities which fill village greens once a year. Included in the line-up were water pistol games, camel racing, ladder climbing and even parabouncing – the new way to go up in the world. Needless to say, with all the new arcade games next door we didn't stay for too long, but here's a selection of the photos for you to have a good laugh at!



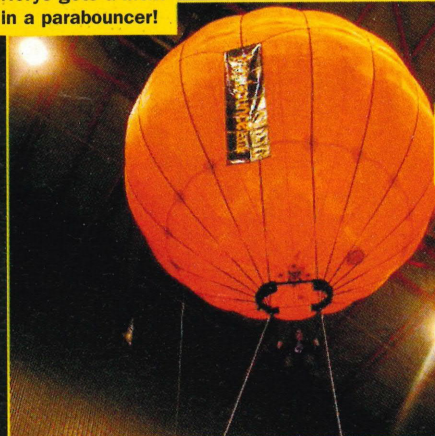
This may look like a doddle, but ladder-climbing ain't easy!



"So, how's this all work then?"



Nerys gets a lift... in a parabouncer!



The Pro team relax after their exciting day at the show.

**T**HE Amusement Trades Exhibition International (ATEI) is the annual arcade games show and it's where all the hot new machines that will be appearing in your local arcades later in the year get an airing. The main purpose of the show is for buyers to see if they want to stock the games, but a few members of the N64 Pro team managed to bypass the security and get into the show where they found a regular Aladdin's cave of delights!

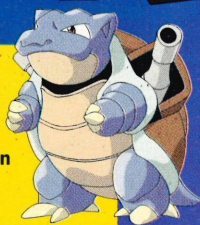




# Pokémon Stadium

## Working late in the lab

Got a Game Boy? Got Pokémon for it? Then guess what? By accessing the Pokémon Lab, you'll be able to download all your favourite characters to the N64. Praise be to the nifty Transfer Pak which will come packaged with *Pokémon Stadium*. How groovy will it be to see your favourite Pokémon in glorious N64 polygonal 3-D? But wait... there's even more! You'll also be able to trade Pokémon with you mates using a visual trading machine. Hurrah!

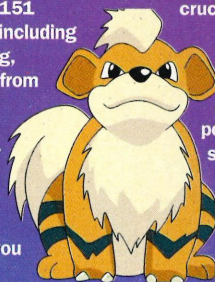


**T**HE N64 Pro posse are absolutely Pokémon bonkers. In fact, we played *Pokémon Red* and *Blue* on the Game Boy so much our heads nearly fell off, so it won't come as much of a surprise to hear that we almost wet our pants when the preview cart of *Pokémon Stadium* for the N64 blasted onto our news desk.

The game features a staggering total of 151 Pokémon, with all your favourites in there, including Machop, Alakazam and everybody's darling, Pikachu! The gameplay is slightly different from the Game Boy versions and sees you as a Pokémon trainer who must select a team of Pokémon and then guide them to victory in a series of battle tournaments.

## Pokémon paradise!

The game features more play modes than you can shake a big stick at! In addition to the main *Pokémon Stadium* mode, it also includes a Gallery mode, where pictures of your Pokémon can be stored on your cartridge and viewed in hi-res. The Kids Club mode allows Pokémon novices to ease themselves into the action, so even if you've never heard of Pikachu you'll soon be kicking Pokémon butt with the best of them! Perhaps the



most exciting feature of this new game will be the Free Battle mode, which places players in a two-on-two tag team match. Players choose three Pokémon each, to form two separate teams of six. Obviously, your choice of Pokémon will be crucial to victory.

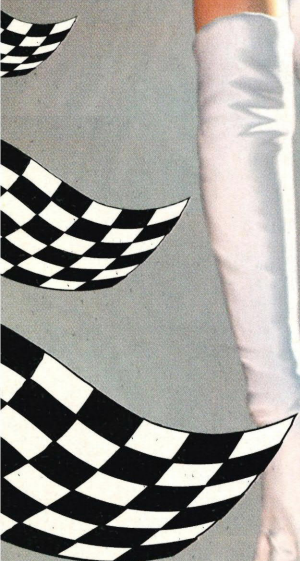
## When Pokémon attack!

As with the Game Boy versions, each Pokémon in the game has a certain type of fighting style such as water, poison or grass. Different types of Pokémon are really strong when used against others – for example, a fire-based creature will turn most ice monsters into a pool of water – so selecting a well balanced team is vital to success. Fortunately if you find yourself in a bit of a sticky moment, you can swap you Pokémon for a more suitable character.

The graphics look ultra cool and the Pokémon look even better than they do in the TV show! What's more, they all have a bucketload of special attacks which they can perform mid-battle. This is already looking like a must-have title and we'll be giving you an all-singing, all-dancing mega-review on this battle-tastic slice of Pokémon gaming next month.



Does my bum look big in this?



# Ridge Racer 6







**T**HE N64 has got some of the finest racing games on the planet and, as you know, there's nothing the N64 Pro crew likes more than the smell of burning rubber and the sight of freshly-laid skid marks. You can imagine how excited we were when a preview version of *Ridge Racer 64* fell onto our laps. Once we'd dragged our jaws back off the floor, we really got to grips with what could potentially be the greatest racing game on any console. Nintendo has taken all the best bits from the PlayStation versions and then added a whole garage full of new ideas to rev the action up.

## Speed kings

First of all, there are the cars. To begin with you only have a choice of four, but by competing in the game's various different modes, it is possible to unlock over 24 spanking new motors. Our personal favourites are the exclusive Ultra 64 vehicle and the super cool double-0-Agent car. Make no mistake, once you get behind the wheels of these babies you'd better keep your eyes on the road, because these suckers can really shift.

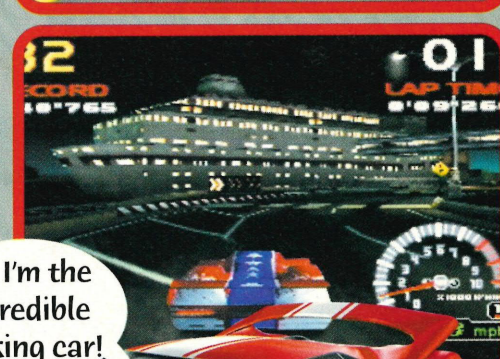
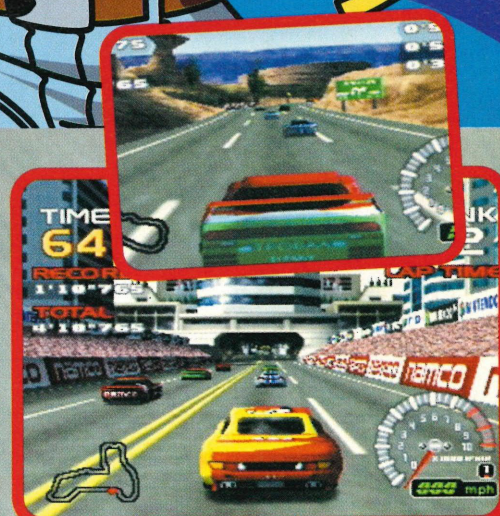
The tracks have also been given the full treatment. There are nine in total, including three brand new, never-before-

seen, additions. As if this wasn't enough, it will also be possible to drive through hidden areas, which could be seen, but not reached, on the PlayStation versions. Ha ha! The tracks themselves look drop-dead gorgeous and devious twists and turns will test your power-sliding skills to the max. Fortunately, the cars handle like a dream and it's possible to pull off some stunning 360 degree manoeuvres in a true speed demon stylee.

## Vroom

The game features a shed-load of different events to race around, including Exhibition, Time Attack and Grand Prix modes. More exciting still is the brilliant-looking four-player option, which is guaranteed to sort the boy racers from the Sunday drivers.

From what we've seen so far, *Ridge Racer 64* will be the best version of the game on any system. Just wait until your PlayStation-owning mates clap eyes on it and laugh as they turn green with envy. We can't wait until next month when we'll be able to get our grubby little mitts on the finished version and you can rest assured that we'll bring you the exclusive review on this corker of a game.



Hi! I'm the incredible talking car!



As always, Nintendo has pulled out all the stops and the superb-looking *Ridge Racer 64* is almost ready to burn onto the N64!

4



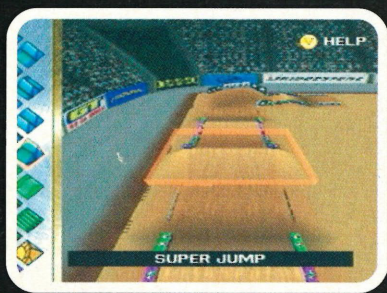


It's a rainy day and the course is wet - looks like you'll get awfully muddy.

# Jeremy McGrath Supercross 2

## BUILD A TRACK...

A cool feature in this game is the Track Editor. You can design and create your very own tracks and courses from scratch. There's loads of parts to choose including bumpy bits, large jumps and corners. It's a good feeling, racing around a track that you yourself have made!



**I**MAGINE, if you will, the chance of giving your favourite supercross bike a damn good thrashing around a course that's packed with jumps and turns, giving it all in a bid to come first. If you've ever seen the supercross racing on any of the sports channels, then you'll know what this is about. This is the sport at its finest.

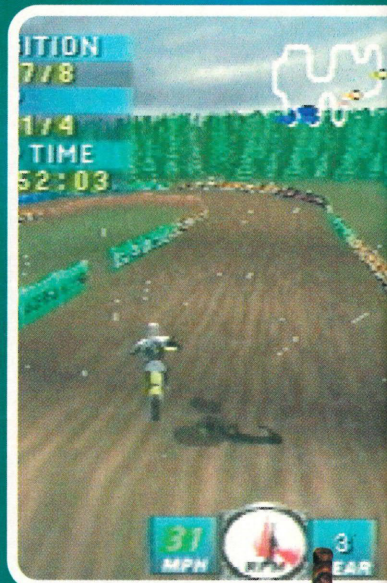
## What's the track, Jack?

The game itself looks quite impressive so far. There's loads of real life tracks to ride on either indoors or outside, where you're at the mercy of the elements (which are fully selectable, by the way). Jeremy 'I ride a motorised hairdryer' McGrath, the king of the uneven track, and a handful of his best supercross buddies are all usable characters and there's loads of cool bikes to race around on. There's even

a frantic multiplayer ride-a-thon, with you and up to three other players racing against one another in a bid to win gloriously and totally whip your mates' backsides (we hope not literally, though!)

## Looking ahead

From what we've seen so far, it's going to be an impressive racer with, with many cool features. Look out for a full rip-it-up review coming soon...



# DAIKATANA

**W**ITH the N64, it's normal to expect a few delays in a game being released. A month or so is usually fine. Several months is just about acceptable, but not without much gnashing of teeth from a lot of people. But when you hear about a game and then nothing emerges for over a year... well, most of the time that means that you might as well kiss the game goodbye.

But not so with *Daikatana*! Finally, after hearing little snippets of info about it here and there, Kemco is releasing one barnstormer of a game! It's a simple idea. Take a

game like *Quake II* where you destroy everything and add a story line to it. Now you just need to blast 95 percent of everything - the other 5 can assist you in your mission! Set in the distant future, you're on a journey through time and space to discover the *Daikatana* - the most powerful weapon in the universe. If it falls into the wrong hands, it could be curtains for everyone!

## Looking good!

From what we played of it, everything looks pretty spanking gorgeous. You can run around each of the various levels (split into different episodes, depending on what time zone you're in) at a nifty rate, blasting anything that moves. Don't

Kill everything?  
Er... okay!

What you starin' at, big boy?





# McGrath 000

## A CLASS AFFAIR

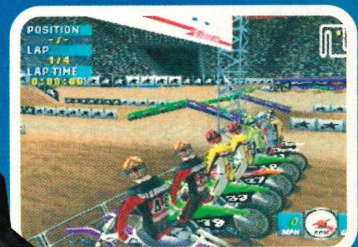
You'll need to choose the power of the bike you want to ride. If you're a speed freak power junkie then you're gonna need the mighty 250cc machines. If you're a hairdryer-riding old lady, however, you'll need to choose the pathetic 'sound like a swarm of bees' 125cc machines.



Shaken, but not steered!



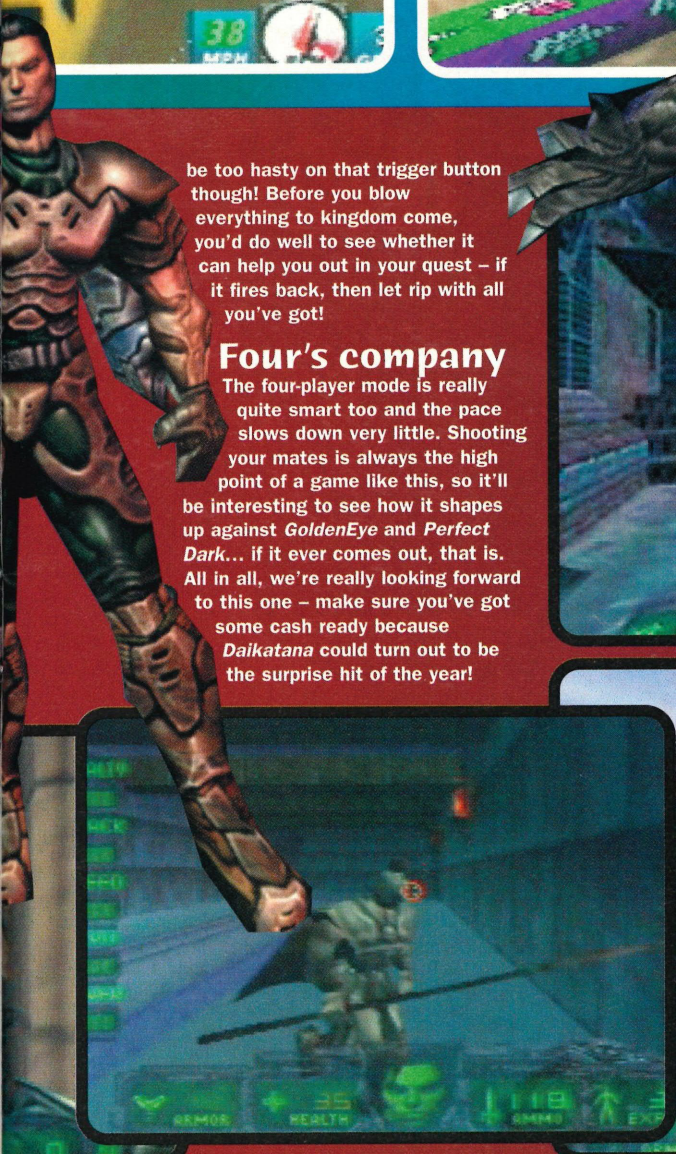
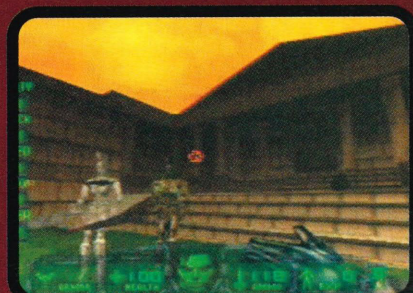
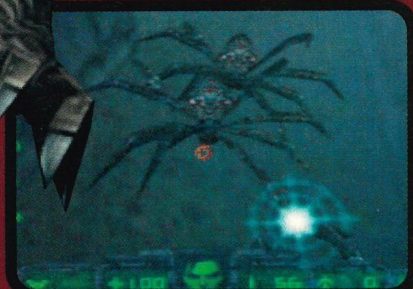
You're not gonna win the race lying on your face!



be too hasty on that trigger button though! Before you blow everything to kingdom come, you'd do well to see whether it can help you out in your quest – if it fires back, then let rip with all you've got!

## Four's company

The four-player mode is really quite smart too and the pace slows down very little. Shooting your mates is always the high point of a game like this, so it'll be interesting to see how it shapes up against *GoldenEye* and *Perfect Dark*... if it ever comes out, that is. All in all, we're really looking forward to this one – make sure you've got some cash ready because *Daikatana* could turn out to be the surprise hit of the year!





# VEG GALORE! WIN!

**W**HAT'S that you say? You've got some stuffed vegetables to give away as prizes? What on earth has that got to do with N64? Now come on, just look at these guys! If ever anyone needed a starring role in an N64 game, it's them!

## How to win...

To win one of these fantastic chaps created by Playmakers, just answer this simple question:  
Which vegetable is alleged to help you see in the dark?

- a) cauliflower
- b) onion
- c) carrot



# COMPETITIONS!

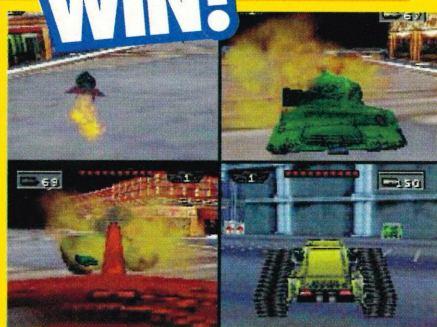
## TOMMY TANX!

**C**OME on, come on - I'm cutting my own throat here. Someone's gotta take these little beauties off me hands. I've got five copies of *Battletanx: Global Assault* here and I'm willing to give, yes, give 'em to ya! Straight in the 'and, no messing about.

## How to win...

Just answer this easy question for a chance of winning...  
What kind of tank would a scuba diver use?  
a) a fish tank  
b) a cake tank  
c) an air tank

**WIN!**



## ARMORINES!

**FREE! FREE! FREEEEEEEE  
GAME BOY ARMORINES!**

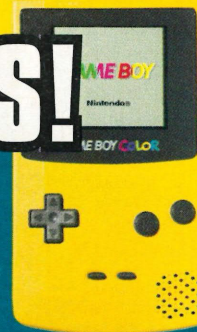
**T**HOSE fantastic people at Acclaim have given us a huge pile of copies of *Armorines* on Game Boy Color to give away in a competition! Wow! All you Game Boy fans had better get your entries in quick.

## How to win...

The first 60 entries we get will win the games!

Who are the enemies in *Armorines*?

- A) Big bugs
- B) A dancing baker balancing loaves of bread on his head
- C) Ice cream cones with big knives.



**WIN!**



**CUT OUT THE FORM  
AND POP IT IN THE  
POST TO:**

N64 Competitions,  
N64 Pro, Paragon  
Publishing,  
St Peter's  
Road,  
Bournemouth,  
Dorset  
BH1 2JS

### Veg Galore Competition

Answer...

### Tommy Tanx Competition

Answer...

### Armorines Competition

Answer...

Name

Address

Postcode

Telephone no

Email address

Age





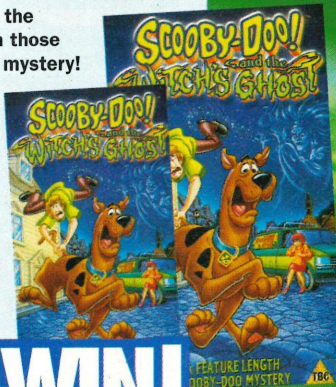
# BIG VIDEO BONANZA!

## SHAGGY?

**Y**IKES! Something spooky's afoot and it looks like we're going to have to enlist the help of those intrepid kids and the fearless *Scooby-Doo*. *The Witch's Ghost* is an all-new spine-tingling thriller set in England, where the kids set out to foil the ghostly goings on at a harvest festival. We've got ten videos of *Scooby-Doo And The Witch's Ghost* to give away, so just answer the following question and watch those pesky kids solve yet another mystery!

### How to win...

Complete the following line from the *Scooby-Doo* theme tune to win the fantastic *Scooby* video from Warner Brothers home video.  
*Scooby-Dooby-Do...*  
 a) Where are you?  
 b) You really stink. When's bath night?  
 c) Do you fancy some dinner tonight at a fancy restaurant?



**WIN!**

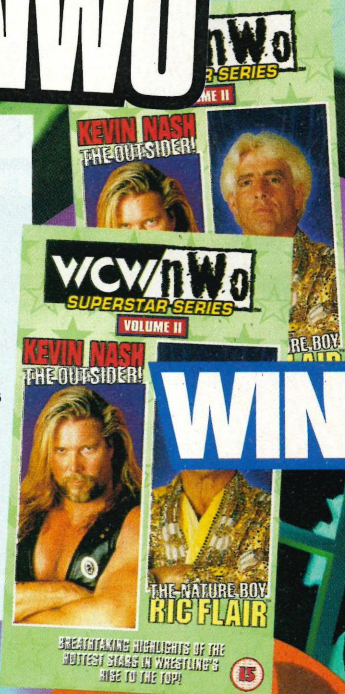
## WCW/NWO

### Superstar Series Vol 2

**W**ARNER Home Video is proud to announce the release of the Kevin 'The Outsider' Nash versus Ric 'The Nature Boy' Flair video. They've teamed up with your very own N64 Pro to bring you ten copies of this video FREEEEEEEE! Which of the following is NOT the name of a British wrestler?

### How to win...

- a) The British Bulldog
- b) Giant Haystacks
- c) Little Daddy



**WIN!**

# SOUTH PARK THE VIDEO

Bigger, Longer and Uncut

**T**HE *South Park* movie is going to be released on video. So instead of listening to that DISGUSTING, filthy talk for half-hour, you can listen to it for nearly two. It's blasphemy against the good Lord and his angels, especially when Jesus Christ himself appears. The Devil is depicted arm-in-arm with Saddam Hussein. It's disgusting I tell you! You should all be ashamed!

### How to win...

All right, Grandma, calm down. We've got ten *South Park* videos to give away, so just answer the following question and you could be the lucky winner!  
 What nationality are Terrance and Phillip?  
 a) Asian  
 b) Canadian  
 c) Japanese



Grab a new video! Sweetest!

**CUT OUT THE FORM AND POP IT IN THE POST TO:**  
 Big Video Bonanza Competition, N64 Pro, Paragon Publishing, St Peter's Road, Bournemouth, Dorset BH1 2JS

### Shaggy Competition

Answer...

### WCW/NWO Competition

Answer...

### South Park Competition

Answer...

Name

Address

Postcode

Age

Telephone no

Email address



## LEAGUES

Join us to see how your favourite developers are getting on in the N64 Pro software league. This is the only league of its kind, where the best games score points for their team. Take a look to see who's top of the pile!

## Overall picture

Our resident gardener Mr Tiltspotter has taken his green fingers out of the flowerpots and has mixed all the games together into his lethal compost. After a few short months and plenty of care – watering it everyday and adding a touch of miracle grow – a huge great beanstalk has appeared. Take the time to climb to the very top and you'll find not a golden hen, but video games heaven where all 210 gaming growths appear.

## A taste test reveals:

- 61** Gorgeous Growths (29% Excellent games)
- 74** Pleasing Petals (35%)
- 42** Spiky Shrubs (20%)
- 33** Dead Daffodils (16%)

64% Above Average 36% Below Average

## What's it all about?

**C**AN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from three points for a top notch effort, right down to minus two points for a big steaming turd of a game. These points are then totalled up for each publisher and the league tables are born. Just like the football leagues really, but with games instead of teams...

## N64 PRO MIKE'S DREAM TEAM

## Nintendo All-Stars

**W**ISELY, Mike has chosen game characters to make up his dream eleven. He's a bit of a Cloughy when it comes to making first team decisions though!

**1 Molo**

With his prisoner transport parked in front of the goal, this Vigilante racer doesn't even need to try and stop the ball.

**2 Michael LeRoi**

Who's going to go near the goal when Shadow Man threatens to steal their soul?

**3 Lizzie**

This Rampage character can quite happily chomp through concrete, so what's going to stop her from eating opposing forwards?

**4 Chef**

The South Park Luv Shack king would make sure that no female opponents get anywhere near the goal.

**5 William Birkin**

If anyone makes it past the rest of the team defence, this Resident Evil boss is guaranteed to scare them right back home, as long as he can stay in one piece!

**6 Feisar**

This Wipeout team will have no problems tearing up the wing with its anti gravity turbo crafts backing up any offence.

**7 Davy**

Chameleon Twister Davy is the perfect candidate to run rings around the opposition with his slippery tongue.

**8 Wayne Gretzky**

The 3-D hockey star Wayne is no stranger to team play and if things get tough, he'll happily use his stick on the enemy to get out of a sticky situation.

**9 Lotus Elise**

One of the best cars on the N64, this Roadsters racer will not only perform at high speeds but it'll also do it in style.

**10 Sub Zero**

With a quick flick of the wrist, this Mortal Kombat warrior can freeze the toughest of enemy defences, rendering them useless.

**11 James Bond**

Loosing is never an option for the GoldenEye star. Who better to get past the opposition than a secret agent?

## Substitutes:

**12 Marlo**

With that annoying voice and super cute music, you want this bloke on the sidelines to distract all the opposing players.

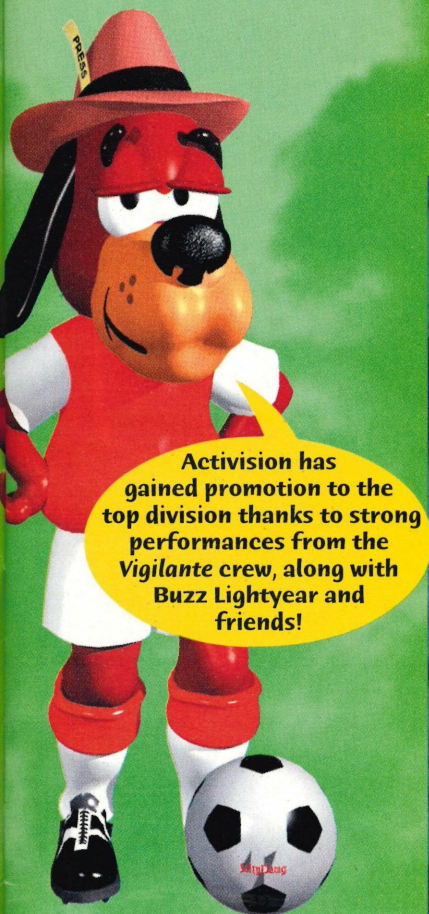
**13 Jean Luc Cougar**

If things really go badly, you want a stealthy secret agent like this Winback operative who can pull things back for you.



Last month's results: Toy Story 2 1pt TGR2 1pt EPGA Golf -2pts Vigilante 8: Second Offense 3pts Nuclear Strike 64 1pt NBA Live 2000 0pt Bassmasters 2000 1pt





### Shocking sub

EPGA Golf took some big divots out of the sacred turf and sliced a few sitters wide from just a few yards out. Professional golfers have no place on the football pitch and this game will certainly not get another chance!

EPGA GOLF

STAR  
PLAYER

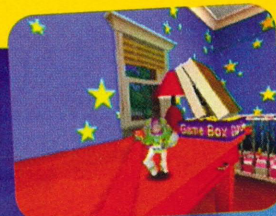
### Vigilante 8: Second Offense

The vigilantes return in another storming four-wheeled blast-fest. Against tough competition, this funky mover on the pitch took man of the match, netting a fantastic hat-trick of points.

**Key:** R = Games released E = Number of games rated Excellent (3 points) G = Number of games rated Good (1 point) A = Number of Average games (0 points) S = Number of games rated Shite (-2 points) Pts = Total number of points scored

## N64PRO PREMIER LEAGUE

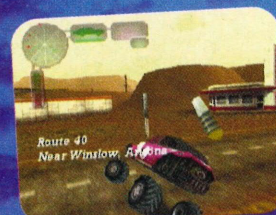
Publisher	R	E	G	A	S	Pts
1 ► <b>NINTENDO</b>	38	18	14	2	4	60
2 ► <b>Acclaim</b>	25	9	14	2	0	41
3 ► <b>Infogrames</b>	13	5	6	0	2	17
4 ► <b>Electronic Arts</b>	16	6	2	6	2	15
5 ► <b>Konami</b>	16	3	6	6	1	13
6 ► <b>Rare</b>	7	5	1	0	1	14
7 ► <b>Ubi Soft</b>	7	2	4	1	0	10
8 ► <b>THQ</b>	12	1	6	4	1	9
9 ► <b>Virgin</b>	2	2	0	0	0	6
10 ▲ <b>Activision</b>	5	2	2	1	1	6
11 ► <b>Titus</b>	4	1	1	1	1	5
12 ► <b>Midway</b>	5	1	1	0	2	3



Toy Story 2 - Activision



South Park Rally - Acclaim



Vigilante 8: Second Offense - Activision

## N64PRO LEAGUE DIVISION 1

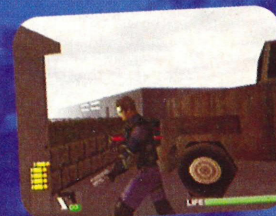
Publisher	R	E	G	A	S	Pts
1 ► <b>Hasbro</b>	1	1	0	0	0	3
2 ▼ <b>Codemasters</b>	1	1	0	0	0	3
2 ▼ <b>TAKE 2</b>	5	1	0	2	2	2
3 ► <b>Namco</b>	1	0	0	0	3	2
5 ► <b>Human</b>	2	0	1	1	0	1
6 ► <b>T&amp;E Soft</b>	1	0	1	0	0	1
7 ► <b>Crave</b>	2	0	1	1	0	1
8 ► <b>Culture Brain</b>	1	0	1	0	0	1
9 ► <b>Lego Media</b>	1	0	1	0	0	1
10 NEW <b>Koei</b>	1	0	0	1	0	1
11 ► <b>Hudson</b>	7	1	1	3	2	0
12 ► <b>Seta</b>	1	0	0	1	0	0
13 ► <b>GT Interactive</b>	23	2	8	6	7	0
14 ► <b>SCI</b>	1	0	0	1	0	0
15 NEW <b>3DO</b>	1	0	0	1	0	0
16 ► <b>Bottom Up</b>	2	0	1	0	1	-1



Super Smash Brothers - Nintendo



Nuclear Strike - THQ



Winback - Koei

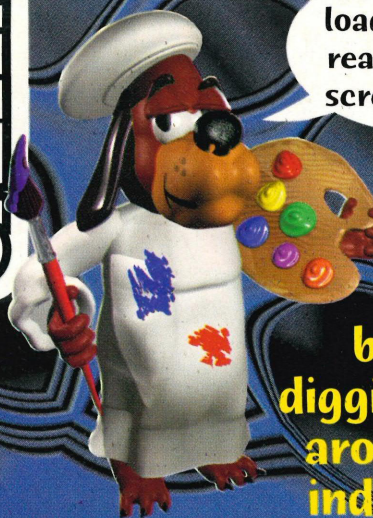


Paperboy - Midway

**Note:** Where two or more publishers have the same points totals, the number of games released is used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.



Get a load of these really wicked screenshots!



Scoop's been very busy digging around the industry

and has uncovered some fresh new screenshots from some of the best upcoming games!



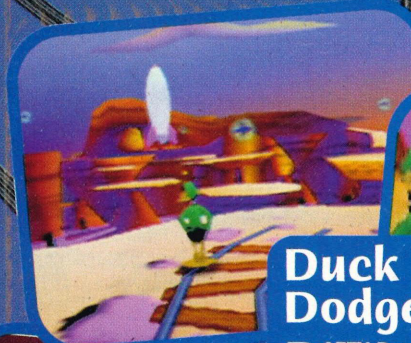
### SK3R

**S**TUNT Racing is a new thing on the N64. when we looked at these screenshots we were panting in anticipation - We just can't wait!



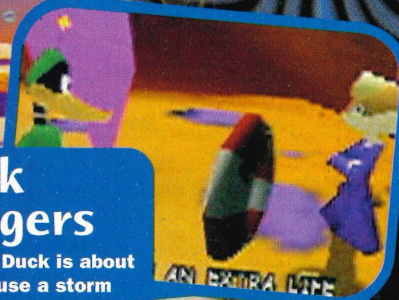
# SCOOP'S GALLERY

A priceless collection of paw prints!



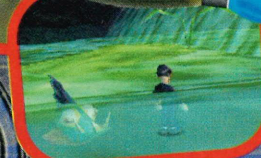
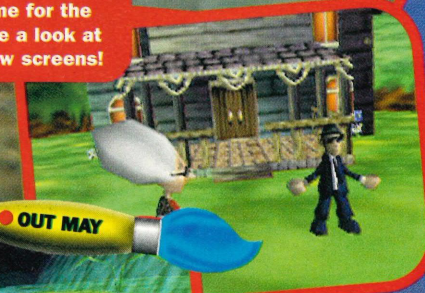
### Duck Dodgers

**D**AFFY Duck is about to cause a storm on the N64. Check out these latest offerings...



### Blues Brothers

**T**HE brothers are about to make A videogame for the N64. Take a look at these new screens!





# Release Schedule

It has been a pretty bad month for N64 gamers, with two massive games being delayed. Ridge Racer has slipped to April and Perfect Dark will now not be available until June. It's a good job other developers can release games on time, giving you at least a couple of games to spend your cash on!

## Must Buys

Need a new game?  
Then try...

### Castlevania

Spooky stake-  
stabbing  
adventure!

### Hydro Thunder

Wet and very  
wild! Top boat  
racing action!

### South Park Rally

Cartman and  
friends take to  
the track!

### TGR 2

Top rally action  
with some real  
car damage!

Game Title	Developer	Release Date	Country
------------	-----------	--------------	---------

### March

Nuclear Strike 64	THQ	3 Mar	UK
South Park Rally	Acclaim	3 Mar	UK
ECW Hardcore Revolution	Acclaim	3 Mar	UK
TGR 2	Kemco	17 Mar	UK
Cyber Tiger	EA	31 March	UK
Castlevania: Legacy Of Darkness	Konami	Mar	UK
NBA In The Zone	Konami	Mar	UK
BattleTanx: Global Assault	3DO	Mar TBC	UK

### April

Ridge Racer 64	Nintendo	7 Apr	UK
Pokémon Stadium	Nintendo	7 Apr	UK
Transfer Pak Accessory	Nintendo	7 Apr	UK
Jeremy McGrath Supercross 2000	Acclaim	7 Apr	UK
Daikatana	Kemco	7 April	UK
All Star Baseball 2001	Acclaim	14 Apr	UK
Hydro Thunder	Midway	Apr TBC	UK
Battlezone 64	Crave	Apr TBC	UK
Tony Hawk's Skateboarding	Activision	Apr TBC	UK

### May and beyond

ISS Millennium	Konami	May TBC	UK
Taz Express	Infogrames	May TBC	UK
Mario Party 2	Nintendo	2 Jun	UK
Excitebike 64	Nintendo	16 Jun	UK
Perfect Dark	Nintendo/Rare	30 Jun	UK
Duck Dodgers	Infogrames	Jun TBC	UK
Cruis'n Exotica	Midway	Jul TBC	UK
SR3K	Midway	Jul TBC	UK
Starcraft 64	Nintendo	July TBC	UK
Rally Masters	Infogrames	Spring 2000	UK
Space Invaders	Activision	Spring 2000	UK
Harvest Moon 64	Natsume	Spring 2000	UK
Asteroids 64	Crave	Spring 2000	UK
Tarzan	Activision	Spring 2000	UK
Blues Brothers 2000	Titus	Spring 2000	UK
Hercules: The Legendary Journeys	Titus	Spring 2000	UK
X-Men	Activision	Summer 2000	UK
Kirby 64	Nintendo	Aug TBC	UK
Pokémon Snap	Nintendo	Sep TBC	UK
Banjo Tooie	Nintendo/Rare	Oct TBC	UK
Super Mario RPG	Nintendo	Oct TBC	UK
Rush 2049	Midway	Oct TBC	UK
Ready 2 Rumble 2	Midway	Nov TBC	UK
Pokémon Attack	Nintendo	Nov TBC	UK
Eternal Darkness	Nintendo	Nov TBC	UK
Riga	Nintendo	Nov TBC	UK
Mickey's Racing	Nintendo/Rare	Nov TBC	UK
Zelda Gaiden	Nintendo	Nov TBC	UK
Conker's Bad Fur Day	Nintendo/Rare	Dec TBC	UK

### In development

Turok 3	Acclaim	TBC	UK
Young Olympians	Saffire	TBC	UK
Rare's Secret Project	Nintendo Rare	TBC	UK
Nightmare Creatures II	Activision	TBC	UK
Hype: A Time Quest	Ubisoft	TBC	UK
Jest	Infogrames	TBC	UK
Ronaldo Soccer	Infogrames	TBC	UK
Fighter's Destiny 2	Xicat	TBC	UK
Quest For Camelot	Titus	TBC	UK
Earthbound	Nintendo	TBC	UK
Mini Racers	Nintendo	TBC	UK
Dragon Sword	Interactive	TBC	UK
Frogger 2	Interactive	TBC	UK
Glover 2	Interactive	TBC	UK
Last Legion UX	Hudson Soft	TBC	UK
Ogre Battle 3	Nintendo	TBC	UK
Puma Street Soccer	Sunsoft	TBC	UK
Wacky Racers	Infogrames	TBC	UK
Winback	Koei	TBC	UK
Biohazard Zero	Capcom	TBC	UK
Pikachu VRS	Nintendo	TBC	UK
Indiana Jones	Lucas Arts	TBC	UK
Aidyn Chronicles: The First Mage	THQ	TBC	UK
Power Rangers: Lightspeed Rescue	THQ	TBC	UK
Rugrats In Paris	THQ	TBC	UK
International Track And Field	Konami	TBC	UK
Bomberman 3	Hudson	TBC	UK
Big Mountain 2000	Xicat	TBC	UK
Spiderman	Activision	TBC	UK

## Forthcoming Attractions

Look into the future...

### Daikatana

Super shooting  
game - who needs  
Perfect Dark?

### Tony Hawk's Skateboarding

Get your  
skates on Tony,  
we're bored!

### Pokémon Stadium

Fight your favourite  
Pokémon on  
the N64!

## Bubbling Under

**D**isappointing news from the Kemco camp has told us that *Top Gear Hyperbike* will never be released in the UK. We are trying to grab a US version so you can have the lowdown but we don't hold out much hope for this big bike racer.

This bike racer has  
been grounded in  
the States and  
can't get a flight!



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# 64



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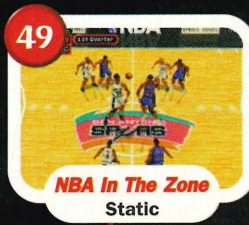
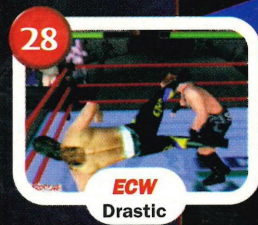
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# REVIEWS

**P24**  
**Castlevania: Legacy Of Darkness**

**P30**  
**Hydro Thunder**



## The lowdown...

### What?

Tells you exactly what we think of each game.

### Breakdown

- Graphics** How does it look and have the awesome capabilities been pushed to the max?
- Sound** Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?
- Gameplay** Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a cheap pair of trainers?
- Lastability** How long will it last? Will it have the enduring lastability of a GoldenEye or is it a Clayfighter that you'll finish in five minutes flat?

### Why not try?

Is there another similar game? If so, what is it?

### Other views...

Where the rest of the N64 Pro team stick their oars in to give you an alternative opinion!

**League points...**  
Skip to page 18 for the action!

## The scores...

The Sore Thumb Award is given only to games that you'd happily kill your granny for. *GoldenEye 007*, *Mario 64*, *Resident Evil 2* and of course, *Zelda* are all 'Sore Thumbs'

<b>100 - 90</b>	The cream of the crop. Only the very best games get 90 or over.
<b>89 - 80</b>	Not quite world beaters but 80+ games are still great.
<b>79 - 50</b>	Middling, muddling, mediocre games. Try to avoid these duffers!
<b>49 - 0</b>	Down where the scabby dogs live. Don't ever go there!

## The reviewers...

**Mark** *Hydro Thunder* was easily top banana this month. The wet and wild water action really got us all going. *Castlevania* was good but nothing new! I'm still rubbish at two-player *Battletanx* but the one game I really didn't like was *Battlezone*. It just looked horrible!

**Nerys** I really loved the ugly, all-out war of *Battletanx* and the spooky, kooky darkness of *Castlevania*. A fantastic adventure for those who haven't played the first game. *Hydro Thunder* was pretty good, but lost too much speed when played as a four-player. Boo!

**Russell** *Hydro Thunder* was the game of the month for me - a really wild ride! *Battlezone* and *Battletanx* were both good blasting fun and *Cyber Tiger* was certainly entertaining. *Castlevania* was impressive but a little too much like the first game to make it stand out from the crowd!

Turn the page NOW for this month's reviews...





Drac's back so sharpen your stakes and stick it to 'im!

# Castlevania Legacy of Darkness

Every dog has its day!  
Well... you start out as a  
werewolf which is close  
enough! Get ready to take  
a bite out of the undead!



By Mark

I used to be  
famous in vampire  
lore. Now all I hear  
is "Buffy, Buffy,  
Buffy"!

**T**HERE'S a nasty case of neck-biting going around and somebody's going to have bring up a point or two with old Dracula! It's time to head back into Castlevania and give the Lord of the Undead a bit of stick (the sharp pointy kind that goes straight through his heart!)

## The dog's life

*Legacy Of Darkness* takes place eight years before the original *Castlevania*. Cornell returns home to find his house on fire and his sister kidnapped. As if that wasn't bad enough, he is suffering from a nasty bout of Lycanthropy (that's werewolfism to you and me). This little known disease has a tendency to appear during the midst of night. It makes your teeth sharper, nails longer and

tongue slobber like a starved Doberman sitting outside Burger King – basically, it turns you into a rabid flea-infested wolfman. During the night, a mere push of the L button will see you looking hairier than a horse's bum! Not only will you have pointy ears and a lolloping tongue but your attacking power will be vastly increased (but you can't use special items – it's the old paws and pockets problem, you see!)

## Déjà vu

As you venture into this land of unspeakable horrors, you may get the distinct feeling

Ker-boom. There's  
no tree-hugging in  
this game.

## CHARACTERS



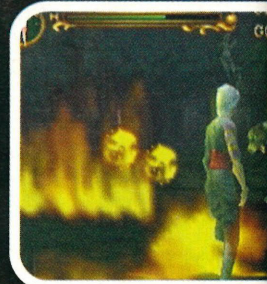
The master of disaster, the prince of pain – Drac's back!



Ooops. Someone nicked me face – where'd it go!



They don't make girls like they used to!





# a: ess



## Monster, monster, monster!

**S**o you've smacked up Bowser, given Ganondorf a good kicking and made Gruntilda wish she'd never been reborn! But you ain't seen nothing until you've come face to face with the monsters in *Castlevania*!

Ha ha! Missed me with the holy water, sucker!



## It all began...

**O**nce upon a game... men were dogs and they fought bats in capes!



You can tell that she's going to come to a sticky end!



On the ship, Cornell vents his anger on the decorations!



Then finds some bad guys to give a good kicking to!



But the coward runs away from the big scary monsters!



You could have someone's eye out with those mate!



that you've been here before. If you bought *Castlevania 64* then you should be aware that this isn't really a sequel but an update of the original. Konami had to leave a lot of features out of the original *Castlevania* due to 'time constraints'. This time around though, the people there have managed to squeeze everything they wanted in.

Amongst the numerous additions are new characters, levels and plot lines. But before you get too excited, everything else is from the original game. All the enemies, items and

even most of the locations are all too familiar. It even has the same floaty feel with your character looking as though he's running in mid-air whilst the scenery whirls around your head.

Visually, the game looks identical to its predecessor. The graphics are a bit foggy and blurry and, although there is now the inclusion of four-meg pak support for hi-res graphics, it tends to slow down the game and visually, it's not that much better. One of the main problems with the original was sloppy camera angles – these have been sorted out to some extent and it's infinitely better than the before.

“There are moments of genuine terror!”



No reincarnation ceremony is complete without a skull!



You may look a bit on the hairy side normally...



...but when the moon comes up your fur really comes out!



Them bones, them bones, them dry bones!



# Castlevania LOD



## Big-gobbed ghoulies

**G**etting eaten by big-mouthed baddies is just one of the many hazards facing a vampire hunter!

► Still... there are times when it goes off on its merry way leaving you frustrated.

## Oooh scary!

There are moments of genuine terror (or at least a bit of chair jumping). When you're running up to the castle, lightning hits a tree causing a huge explosion. It comes out of nowhere and sends you reeling with shock. The sound adds a lot to the atmosphere and sonically, this is one of the best games on the N64.

*Legacy of Darkness* can be a lot of fun. Smacking bad guys around the head with your energy bolts or claw-swiping their faces off is great fun. The best bits though are the big bosses which are truly astounding (almost to the same level as they are in *Zelda*). The giant sea-dragon that jumps up at

## In the ship!

**O**n board the good ship 'Going To Sink Any Moment' you must rapidly get off the deck and inside if you want to stay alive long enough to face the big bad vampire. Just follow these simple steps...

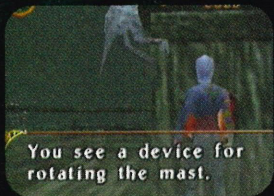
The red cape matches my eyes!

You need to get ahead in this tough game!



Flashes of magic light brighten up the grey levels!





You see a device for rotating the mast.

Spin the masts around to find the hidden door switch.



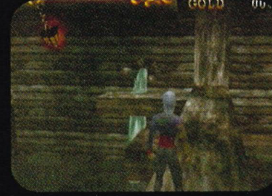
Kill the bad guys and walk through the deck door



Inside are power-ups. Good job 'cos you'll need 'em.



Take a moment to work out the platform puzzle.



Make sure you dodge the swinging lanterns to get out!

## Tip-Xtra

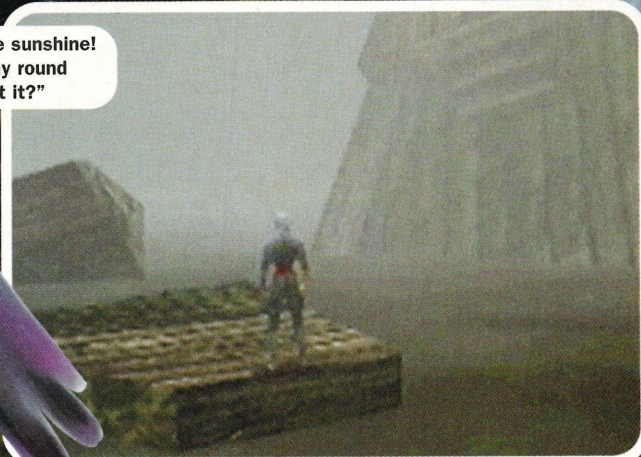


Turning into a werewolf is a lot more useful than you think, especially when faced with a big boss. You'll do a lot more damage and be harder to hurt than normal. Do it to get past the big water-boss on the sea outside the castle!

Have some of that, you big old skeleton meanie.



"Bring me sunshine! Bit gloomy round here, isn't it?"



PowerUp

When you get a power-up a big light surrounds you!



3  
pts

80%



Why...

It's almost identical to last year's version right down to the same weapons, levels and enemies. Don't bother if you've already bought the original. It's okay but nothing special! **Mark**

### Breakdown...

GRAPHICS 7/10  
SOUND 9/10  
GAMEPLAY 8/10  
LASTABILITY 8/10

### Why not try...

Resident Evil 91%



### Other Views...



**RUSS** It's not a bad game but if you've got the original then steer well clear!



**NERYS** I really liked this, but then I didn't really play the first one that much.

Use the L button to change Cornel into a werewolf

Push the control stick to run around

Use the C-buttons to swipe your claws, pick up items and throw them

Pull the Z trigger to duck

Press the B-button to make a long range attack

Press the A-button to jump



you near the start is jaw-droppingly good. There are down points though. The adventure aspect is weak with simplistic puzzles that are nowhere near as interesting as those in *Resident Evil*. The platform sections are horrific at times thanks to the floaty feel of your character and sloppy camera angles. Fortunately, you can save your game at regular points but working your way up the trickier platform sections can be a chore marked by

endless deaths which leaves you biting the pad in frustration.

Don't be thinking that this is a bad game. It's just, well... the same as last year's version, which was okay but nothing special. If you bought the original *Castlevania* then under no circumstances buy *Legacy Of Darkness* because it really is the same game. On the other hand, if you didn't catch it first time round then you could do much worse than check out this vampire hunting extravaganza. ●

● Publisher Konami ● Contact 01895 470500 ● Release Date Out Now ● Max. Players 1 ● Price £39.99



ECW - it's wrestling, but not as you know it!

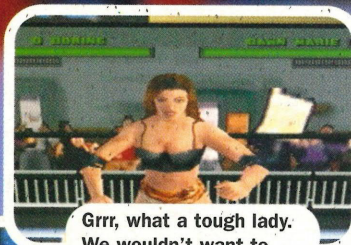
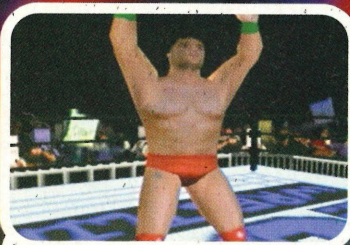


“Take WWF Attitude, take out all the known wrestlers and hey presto - ECW Hardcore Revolution!”

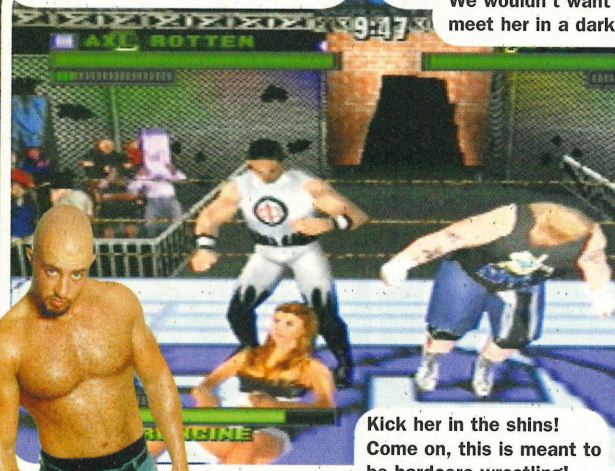


Need some extra cash fast? Then why not rehash an old game and try to flog it to death - ECW, here we come!

# ECW Hardcore Revolution



Grrr, what a tough lady. We wouldn't want to meet her in a dark alley!



Kick her in the shins! Come on, this is meant to be hardcore wrestling!

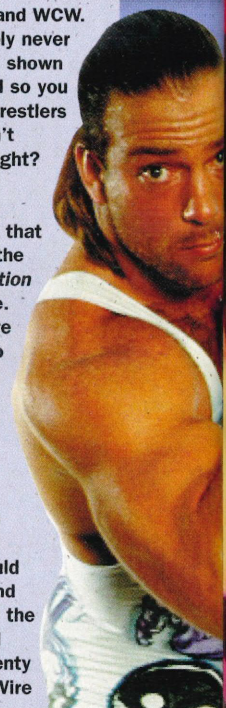
**H**MMM... if there's one thing we love, it's big sweaty men beating the living daylight out of each other. Or at least, Nerys does. Never does a day go by when she doesn't try to smell what The Rock is cookin' or attempt to lay the smackdown on Russ's ass. Sadly though, she won't be doing that with Acclaim's latest wrestling extravaganza - this is Extreme Championship Wrestling, where the unknown boys play. Whoopee. You see, ECW is in the lower leagues of professional wrestling, way

below the likes of the WWF and WCW. For this reason, you'll probably never have seen it because it's not shown on TV outside of the USA and so you won't recognise any of the wrestlers in the game. Still, that doesn't really make any difference, right?

## Men in pants

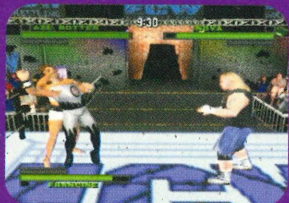
Okay, let's look past the fact that you won't care about any of the wrestlers in *Hardcore Revolution* and concentrate on the game. Right from the start, there are bags of options and modes to play around with. If you're a fan of playing by yourself, then the Career mode is the one for you - fight your way through a whole calendar of matches with loads of opponents and three belts up for grabs.

On the other hand, you could get three of your mates around for a massive barney; with all the different match modifiers and styles on offer, you'll have plenty to choose from. The Barbed Wire



## Hardcore - you know the score!

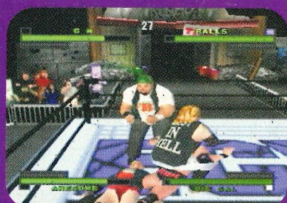
Barbed wire and broken chairs... just another day in the life of ECW!



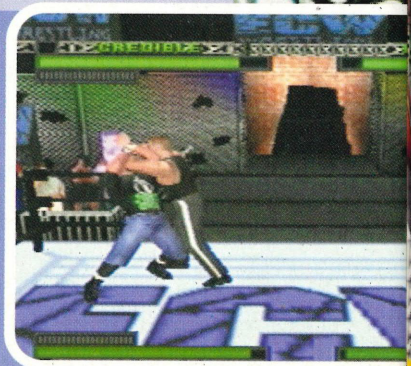
Yes! It's the old-fashioned sleeper hold! He'll need a stretcher after that one!



Ooh, I'm just so strong! Do you want to feel my muscles? Go on - you know you want to!



Now, we can't really begin to comment on what's going on here. Looks painful though.

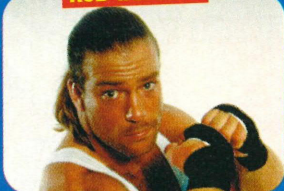




## Don't fancy yours much!

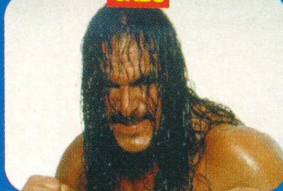
Talk about ugly – check out some of these mugs!

ROB VAN DAM



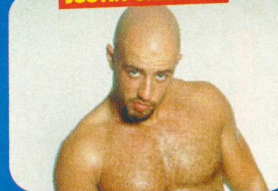
One of the main faces in ECW. Gets his name because he looks like the Muscles From Brussels.

SABU



Rob's tag team partner... or at least he was until he defected to another wrestling federation!

JUSTIN CREDIBLE



He doesn't look so tough. Give us ten minutes with him in a locked room and we'll show him!

TOMMY DREAMER



Nope, we don't know who this guy is. He looks a bit rough though, so don't mess!

## Tip-Xtra



Keep an eye on your opponent's health bar – when it goes yellow, hit them with a signature move and once it turns red, polish off the match with your finishing manoeuvre!

## core olution

Which one of you stuck glue on my gloves?



Look, it's the Pants twins! They've got the same outfit on!



matches in particular are really nasty! For people who like to take a break from the 'action', there are also some more relaxed options for you to try out. Bored with the wrestlers you've got to choose from? Then why not make your own! The Create A Wrestler mode is bigger than any seen previously and comes packed with more clothing, looks and hairstyles than Fergie's wardrobe.

You can even go one further and make up your own Pay-Per-View event – put together everything from the lighting and curtains to the matches themselves and then

take part or just watch from the sidelines. Yes Siree, there's certainly lots here... anything else? Nope? Right, so that's the good news then.

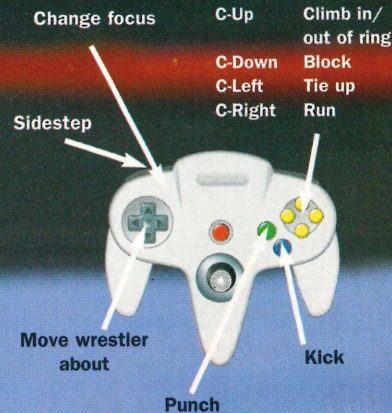
## Hardcore devolution

And now for the bad news. There's one major reason (besides the fact that you won't care about any of the wrestlers in the game) NOT to buy *Hardcore Revolution*. Can you guess what it is? Well, if you've got *WWF Attitude*, you might as well just hold onto that – you see, it's basically the same game! The sad thing here is that Acclaim seems to think it can pull a bit of a Paul Daniels on everyone. Take *WWF Attitude*, replace all the known wrestlers with ones you've never heard of and hey

presto – you've got *ECW Hardcore Revolution*. Now that's magic!

This really is as bad as it gets; virtually every little thing about the actual game part of *Attitude* (not including the wrestlers themselves) has been ripped straight out and dumped into *Hardcore Revolution*. *Attitude* might have been good in its day but bringing out virtually the same game again is unacceptable. Unless there are some really obsessive people who go out and buy this simply because it's some form of wrestling (and there will be) we wouldn't expect anyone in their right mind to buy this tosh. It's a total cash-in, aiming to get your money on the back of the big wrestling craze and it just ISN'T WORTH IT! Trust us, kids – when it comes to *Hardcore Revolution*, just say no. Thank you.●

Creating your very own Pay-Per-View event can be quite a laugh!



# 64%



Ugh... this one stinks of a big cash-in, folks. Acclaim couldn't be bothered to make a new game for you, so if I were you, I'd return the favour and not bother to buy it!

**Scoop**

## Breakdown...

GRAPHICS 8/10  
SOUND 5/10  
GAMEPLAY 6/10  
LASTABILITY 4/10

## Why not try...

WWF 2000 94%



## Other Views...



**RUSS** This is little more than a re-make of *WWF Attitude* with unknown wrestlers. Avoid it!



**NERYS** This is a top fighter – not much detail, but lots of blood and violence! Just how we like it!



Wilder than a wet T-shirt contest!

Red turbo boost gives you wings!

# Hydro Thunder

It's caused a splash the size of a tidal wave and soaked us all in its brilliance! Fun to be found messing about on the river? Oh yes!



By Mark



Head up and grab the boost for high speed aerial thrills!

## Bonus ships

Once you get to the end of the game you get loads of silly ships to play with. We're not going to give too much away, but here's one!



**T**YPICAL! You wait ages for a good arcade racer to be converted then two come along at once. The sublime *Ridge Racer 64* is almost upon us but its thunder may well and truly be stolen by the incredibly wet and wild *Hydro Thunder*.

For those of you who don't know, *Hydro Thunder* is a vastly underrated arcade game that puts you behind the wheel of a ridiculously fast power-boat. Lazing along the river it certainly isn't and the speed with which these turbo-charged nutters hit the wet stuff is

so intense they hardly get their feet wet. Forget last month's fishing game, if you want the ultimate in water sports then look no further.

## Splash happy

You just can't help but be impressed by the visuals. This is no bland, foggy, pop-up ridden racer! The race tracks are gorgeously detailed with the whole screen crammed full of waterside delights. Everything appears on the horizon and hurtles towards you with the pace of a tornado. Incredibly, it manages to keep this pace even when other

**“A rollercoaster ride with waves!”**

## Calm currents

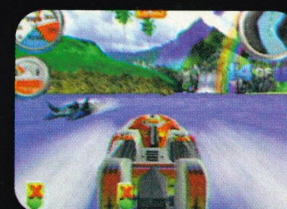
The easy section has calm tracks and well-behaved boats. You only need to get first place on all three tracks to move on. No problem!



**ARCTIC CIRCLE**  
Iceberg! Dead ahead!



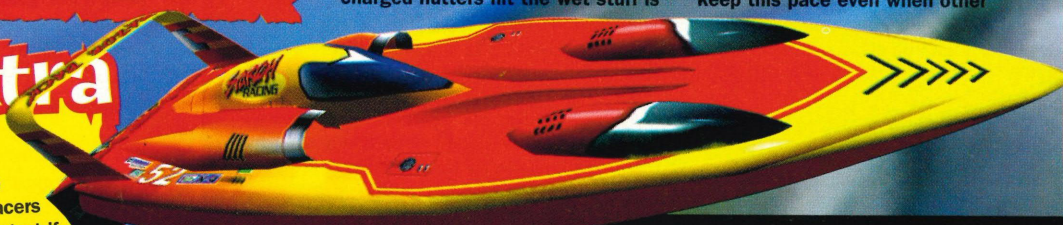
**THUNDER PARK**  
A water track.



**LOST ISLAND**  
Jurassic water park!

## Tip-Xtra

Need a speedy start? Like most NG4 racers you get a faster start if you hit A just before the timer disappears. However, if you tap A once on the count of three, once on two and then just before one disappears you'll get four seconds of turbo boost from the start. It's incredibly tough to get but well worth it.



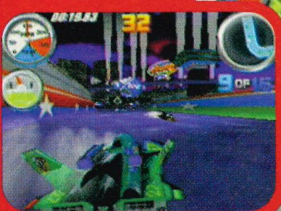




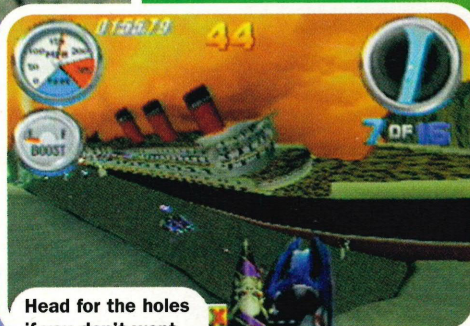
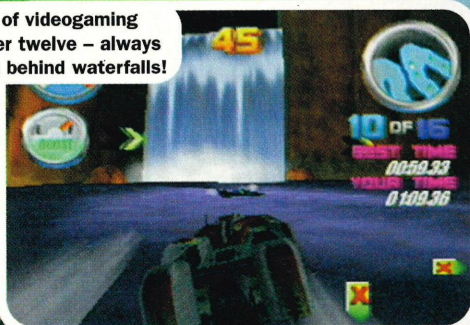
Whoa! Check out the view from this jump!

## Bonus tracks

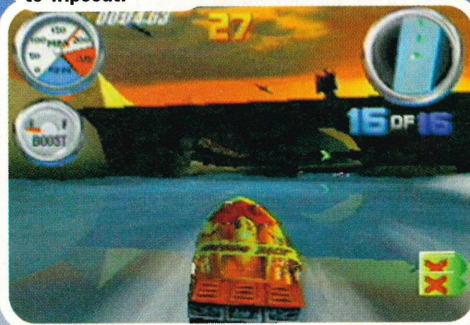
When you get to the end of the game you'll come across these bonus tracks. They're easily the best in the game!



Rules of videogaming number twelve – always check behind waterfalls!



Head for the holes if you don't want to wipeout!



## Choppy tides

Things heat up on the medium levels and you need second place to move on. Sheesh!



### THE FAR EAST

Dodge the junk boats!



### GREEK ISLES

Aqueducts and ariel antics!



### LAKE POWELL

Balloons and beautiful sunsets!



### THRASHER

Bigger, badder twin torpedoes.



### TIDALBLADE

Super slinky water rocket!



### BANSHEE

Our favourite boat. Fast and stable!



### MIDWAY

A slugger with turbo engines.



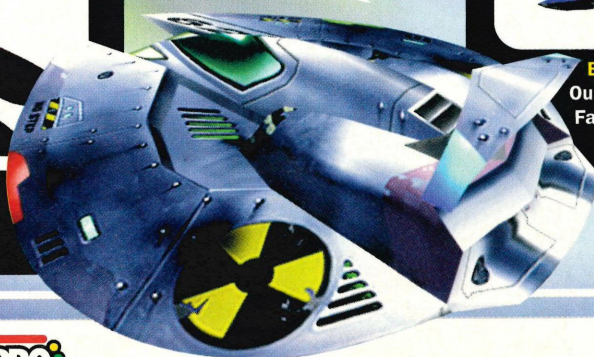
### MISS BEHAVING

A tricky one that bounces!



### TWIN TORPEDOES

With two engines.



I'm Batman and this is my rowing boat!

“Visually there is no faulting *Hydro Thunder* – it's astounding!”

boats are bouncing around in front of you and this is even more remarkable when you realise that it's no flat surface, but moving waves that you're racing on. As if all that wasn't enough, they have done all this without any of that nasty N64 blurring that can creep in. Visually, there is no faulting *Hydro Thunder* – it's astounding!

## Water cannon

As in most racers, the aim is to hammer down the course and get to the end before the other boats. There's fifteen other guys on the water and you'll need to push the throttle forward if you want to come in first place. To help you on your way are turbo boosts which give you four

or nine seconds of hyperactive rocket juice. A really nice touch is the way boats transform when you first pick up the boosts. Compartments slide open, rockets pop out, aerofoils go up and then when you hit the switch, massive flames leap out and you jettison forward like a human



# Hydro Thunder

## Stormy seas

The waves are massive, the boats bounce like ping-pong balls and you have to get first place. Good luck!



### SHIP GRAVEYARD

Where ships go to die.



### NEW YORK DISASTER

Bobbing about in the big apple!



### VENICE CANAL

No time for singing!



### CUT THROAT

So fast it doesn't get wet.



### RAZORBACK

Its nose points to the sky!



### RAD HAZARD

Like racing Batman's boat!

cannonball! Getting first place isn't actually as easy as it sounds though. For starters, powerboats aren't the easiest things on Earth to control (especially if the water's choppy). The first few sluggers aren't too much trouble but once you manage to unlock the faster boats (by winning races) you'll find them harder to handle than a bucking bronco on heat.

If you manage to get down the track in one piece there's still the small matter of picking up all the turbo-boosts to make sure you don't chug along like a rowing boat. Each course is also full of secret shortcuts, some of which can be very difficult to reach (you can make your boat jump by hammering the brake then the turbo!) It's not that easy to open up all the levels but the anticipation of seeing the next few tracks is more than enough to keep you hammering away until you've found all thirteen of them and won first place every time.

## Just too fast!

As an arcade conversion it's perfect, but arcade games are designed to entertain you for minutes not months. The challenge of opening up all the extra tracks keeps you going for a while (and it is incredibly good fun) but once that's completed, there's not much left. The multiplayer mode is quite good in two-player but the four-player mode is incredibly slow and you have to be on the internal view. In fact, the four-player mode is so bad, the game would be better off without it. The two-player's fine though!

Hydro Thunder is a roller coaster ride with waves, but it's too fast

## Tip-Xtra



Don't run out of turbo boost. If you do then your engines will lock away and they take time to come back out. Instead, listen for the beeps and stop using the boost just before it runs out. That way your engines will still be ready to turbo!

for its own good. It gets your adrenaline pumping and makes your eyes water but the whole thing is over far too quickly. Even the seemingly impossible hard levels didn't take too long to crack which is a genuine shame, because the game is good and when we first started playing it, it looked like it'd get a Sore Thumb Award. For a few days it had us all completely entranced but when it was over, there really was nothing left and it headed straight to the cupboard. In the end, it just didn't last long enough to be a Sore Thumb! ●

# 89%

3  
pts



## Why

It looks absolutely incredible and is fantastic fun to play but sadly, the action is all over that little bit too quickly. While it lasts, though, this is a completely brilliant racer that comes highly recommended. **Mark**

## Breakdown

GRAPHICS 10/10  
SOUND 8/10  
GAMEPLAY 10/10  
LASTABILITY 7/10

## Why not try

Wave Race 91%



## Other Views

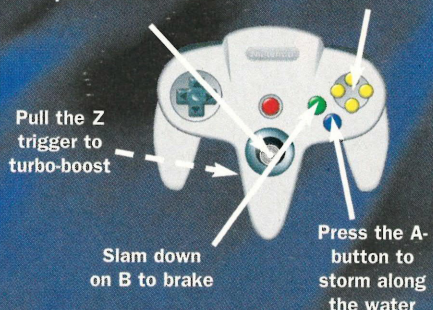


**RUSS** Hydro Thunder is a class one-player game that combines speed and fun!



**NERYS** A fast water-based laugh, but the four-player mode is just rubbish!

Use the analogue stick to steer your powerboat  
Use the C-buttons to change the view





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**4.5/5, OFFICIAL PLAYSTATION (US)**

"Whether you want to enhance in-game sound effects of Resident Evil 2 or pump out some tunes from Wipeout 3, this makes the whole experience that much more involving"  
**9/10, EXTREME PLAYSTATION**

"This thunderous little beast packs far more bass than most £200-£300 stereos, yet it only costs £50"  
**PSX STRATEGIC**







REVIEW



Time to get out those plus fours!

# Cyber Tiger

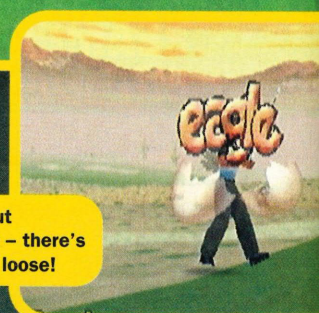
Grr, cunk, grr, clunk. Why, it's a Cyber Tiger!



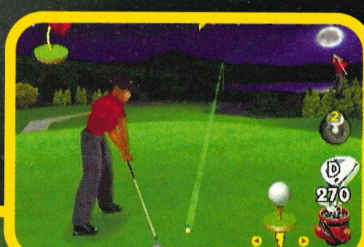
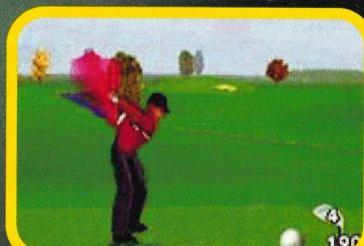
By Scoop



Spin



Watch out everyone - there's an eagle loose!



**W**HAT'S the first thing that comes to your mind when you think 'Cyber Tiger'? Yep, you've got it - a huge jungle full of robotic animals, clunking around and tearing each other apart. Sounds great, eh? Well, get ready to be disappointed because this *Cyber Tiger* is nothing more than a golf game. A GOLF GAME! But wait! If you've been one of the lucky people to play *Mario Golf* in the past, then this one will come as a pleasant surprise as well - you see, despite featuring the most boring sport in the world... well, it's actually rather good fun.

“Unlike certain other golf games, *Cyber Tiger* goes for full-on fun!”

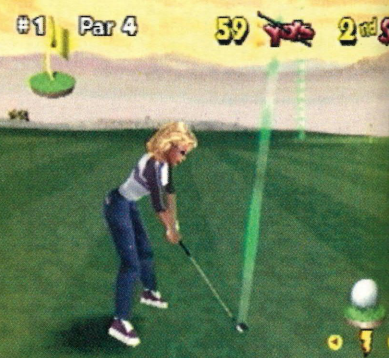
## Double bogey... ewww!

Rather than taking the route of realism like certain other golf games we could mention (we're using *European PGA Tour Golf* and *Waialae Country Club* to prop up our coffee table right now)

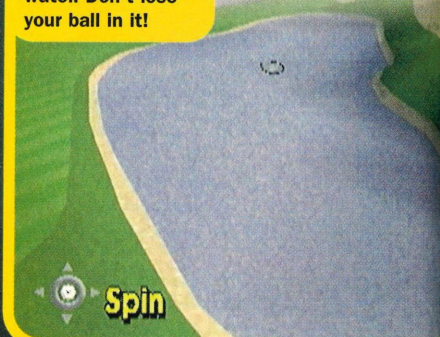
*Cyber Tiger* goes for full-on fun. Okay, so it still looks like golf - there's no getting away from the grass, trees and bunkers really - but it manages to do it with enough

style to keep you interested for more than five minutes. Take the surroundings, the clubs and Mr Tiger Woods, exaggerate their appearance and hey presto - one cartoon-looking but still-realistic golf game. Honest guv.

One step on from the cartoon feel of the game is the innovative 'Power-up'

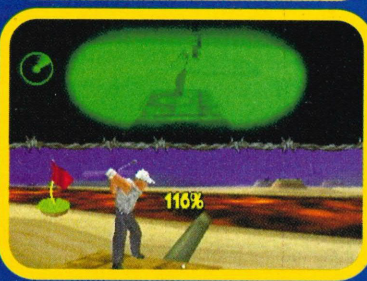
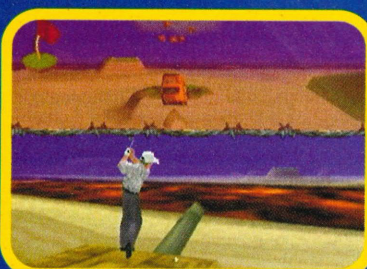


Surprisingly, this is water. Don't lose your ball in it!

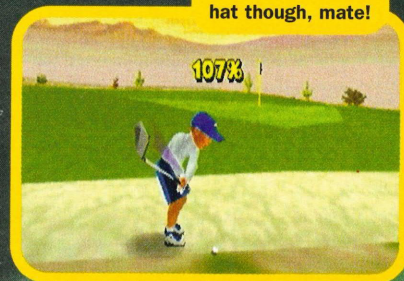


## Tanks a bunch!

Remember that old family favourite, *Tanx*? You know, the one where you get to fire massive rockets at your friend and try to blow him up before he can hit you? Well now you can do it all over again in *Cyber Tiger*! Using your aim and power, fire your golf balls at the island your opponent is on and... BOOM! No more opponent. Good.



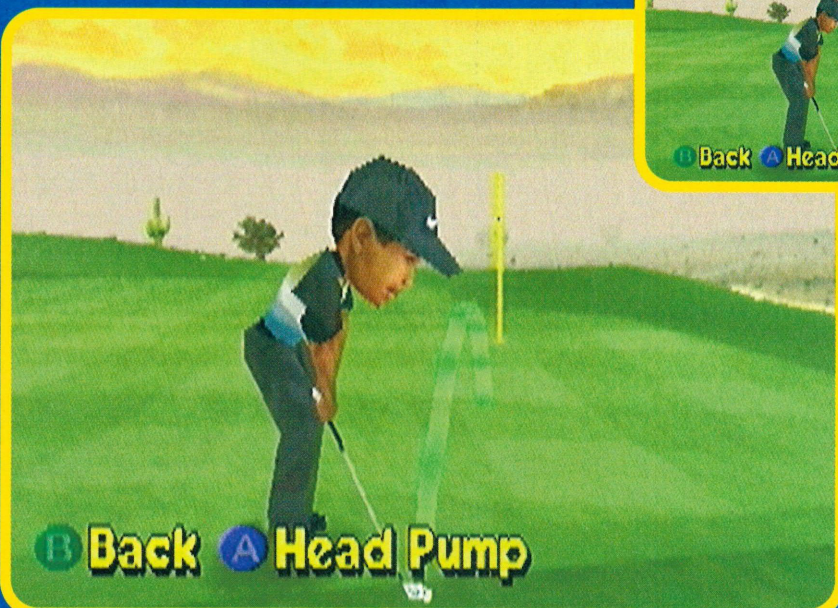
Hmm, nice shot. Shame about the hat though, mate!





## Back head pump

Fancy showing off that huge ego of yours to go with your massive swing? Then why not let your head swell a little – use the Free Camera view to make it over triple its normal size!



## Tip-Xtra



Now remember – keep your eye on the ball, relax and keep your legs straight when swinging the club... well, it's a golf game, isn't it? What more did you expect from something like this?



Cor, look at that swing. No wonder he's a pro golfer!

system. As you head around the courses and pull off some spectacular shots (ahem), you earn yourself valuable power items. Ranging from Rockets that give your drive a much-needed boost to Rocks that stop you on a dime and Skippers that let you bounce over water in a Dambuster-stylee, these items can come in very handy in a tight clinch. Master how to use each one and you'll be able to make some amazing shots around each hole!

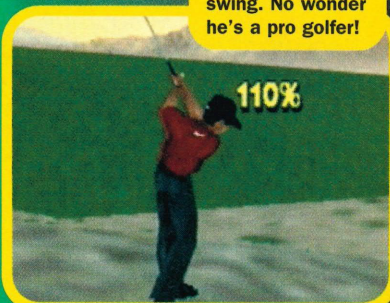
If you take the time to explore the selection of modes on offer, you'll find

there's more than enough to keep you busy for a good while. Obviously there's the usual Tournament, Match and Stroke Play as well a Driving Range to play about on, but there are also more surprising games like playing a course with money riding on each hole, split-screen battle matches and the incredibly fun Tiger Challenge. Fancy risking everything by betting your own clubs on each hole you play? Well, you can – just make sure you win more than you lose or you'll find yourself playing the whole course with just a nine iron!

## The birdie song

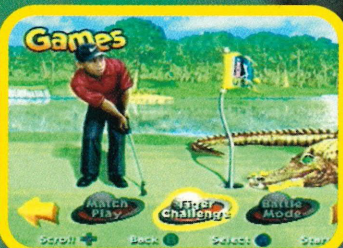
Of course, like any game, *Cyber Tiger* has its fair share of problems. There are lots of little things that can prove annoying once you've endured them enough; for example, the music becomes more irritating than listening to Geri Halliwell's latest album on a permanent loop. Believe us, you'll be desperate to turn it off after the first hour simply because if you don't, you'll go mad. The same goes for the reasonable sound effects that, while enjoyable for the first few rounds, can end up just grating when you hear the same 'Boing!' for the hundredth time. The worst part though has to be the dire speech – you'd expect Tiger to have a deep, gruff voice but do the female golfers need to have one too? Honestly, they'll stop shaving their legs next...

However, that ain't the worst of it. If you spend a hefty sum on a game, you'd expect quite a bit of play out of it, yes? Sadly, someone seems to have forgotten that one with *Cyber Tiger* – while the multiple game modes make up for it, the fact that there are only three courses in the whole game makes for a short-lived experience. Still, that isn't to say that *Cyber Tiger* is a bad game. *Mario Golf* aside, this is certainly one of the best golf games we've played for ages – it's just a pity that some silly little things prevent it from scoring that vital hole-in-one.



## Ready, aim... fore!

If you need to bring your game up to scratch, you can head for the Driving Range and go hell for leather. There's only one problem... rather than a driving range, it's more like a firing range! Try to hit those weird and wacky targets – if you get a direct hit, you'll get a nice surprise for later in the game!



# 85%



The numerous features add plenty of interest to this game and nearly make up for the lack of courses that are available to play on. It's almost as good as the brilliant *Mario Golf*... but not quite. **Scoop**

### Breakdown...

GRAPHICS 8/10  
SOUND 6/10  
GAMEPLAY 8/10  
LASTABILITY 7/10

### Why not try...

Mario Golf 90%



### Other Views...



**RUS** A good golf game that's fun to play and includes plenty of extra features.

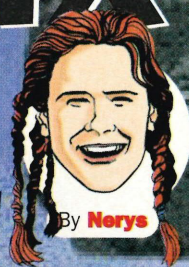


**NERYS** A quality golf game with some nice touches which gives *Mario Golf* a run for its coins.



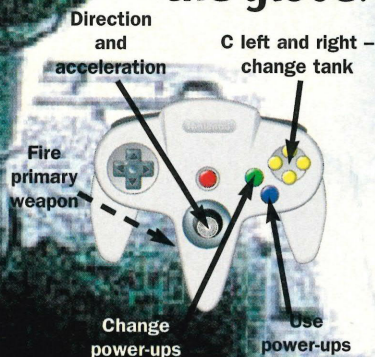
Ready, steady... chew big missiles, sucker!

# Battletanx Global Assault



By Nerys

A long, long time away in the distant future, a bitter battle has been raging around the globe!



**A** DEVASTATING plague has killed off nearly all of the women on the planet – no wonder the blokes that are left are angry! Those remaining on the post-apocalyptic planet have split up into mutant warring gangs, scouring the ravaged earth like desperate dogs, searching for the few remaining females.

## She's a greeder!

You can lead any one of those gangs into battle in the war for ownership of the 'breeders'. Many of the missions are based around the rescuing of women, but a lot more involve the mania and carnage of mighty and destructive tank battles. The explosions are enormous and cause the camera to shake and flicker until you feel your teeth rattle, whilst the nukes turn your skin the colour of a dog with distemper!

“The camera shakes and flickers until you feel your teeth rattle!”

## Guns galore!

You start out in a tank with one power-up, but as you continue around the area, you will pick up masses of new ones – grenades, plasma bolts, guided missiles and any number of other explosives! You've got the arsenal of an entire army to choose from! The quest mission takes you from the devastated wastes of the US through a total of 17 levels. You cross Europe and eventually reach good old London town,

which you have to raise to the ground in your quest to find the 'queens'.

The gameplay is fast, frantic, highly explosive and challenging enough to keep you occupied for days. The problem that really puts a mine under Battletanx's troopers is the graphics. The tanks, mighty as they are, just don't move well enough. The best fighter tank,

the M1A1, moves like a *Blue Peter* abomination made with cardboard boxes and sticky-backed plastic – even the caterpillar tracks look like they've been painted on! ●

## Top tanks!

The Gollath is the biggest and hardest tank there is!



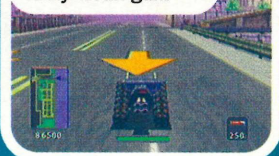
The FLP-E tank is small and nippy with a powerful shooter.



The M1A1 is a pretty impressive all-rounder.



This is the fastest tank but it has a fairly weak gun.



## Gang warfare

There are lots of gangs, all of whom have five of their own tanks as well as their own particular power-up to start off with.



Freaks and mutants who drive orange tanks.



These warlords control the tan tanks and the nukes.



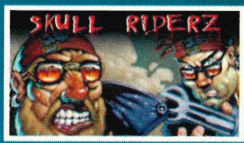
Right-wing militants who drive green tanks.



New York City cannibals. Drive brown tanks.



Searching for Griffin's wife. Drive pale blue tanks.

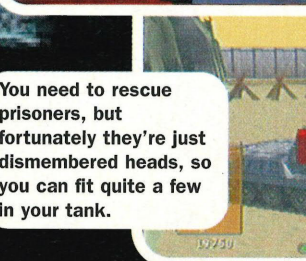


Outlaws and bikers who drive blood-red tanks.



The remaining US army. Drive dark green tanks.

Watch out for this one – even though she spends a lot of time dying her hair pink, she's the baddie!



You need to rescue prisoners, but fortunately they're just dismembered heads, so you can fit quite a few in your tank.

84%

1 pt

Why...

The gameplay in *Battletanx* is a fast fightin' frenzy, the different levels are superb and the explosions are sonic boom-bastic! It's just a shame that the graphics are, at times, a bit off-target. **Nerys**

## Breakdown...

GRAPHICS 6/10  
SOUND 7/10  
GAMEPLAY 8/10  
LASTABILITY 8/10

## Why not try...

Army Men 84%



## Other Views...



**RUSS** A great blast-fest that's superb fun, whether playing on your own or with friends!



**MARK** Uglier than a dog that's head-butted a wall but fantastic fun to play. Boss game!



# TOY STORY 2 PULLOUT GUIDE!

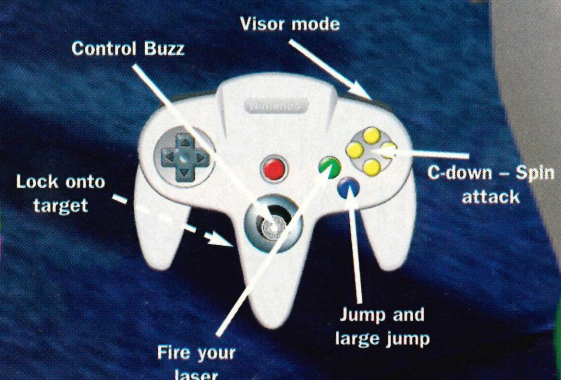
If you're stuck, don't worry! Buzz Lightyear to the rescue!

## TOY STORY 2

Woody has been toynapped and it's down to Buzz to rescue him. Thank God Tip-X is here to help out! To infinity and beyond!

Wow! You should enter a knobbly knees contest Buzz!

**TOP TIP!**  
Use the Target mode to look around the levels. It will give you a close-up view of where you need to go.



**N64 PRO: CHEAT ZONE**



# CHEATZONE Toy Story 2

## ITEMS

These are the items that you must look out for whilst trying to rescue Woody!



## GREEN LASER

The Green Laser supercharges Buzz's normal laser, allowing him to destroy enemies with a single blast. This weapon has a limited charge, so try not to go on the rampage with it.



## COINS

Hidden around the levels of the game are these golden wonders. You need 50 of them to get a Token. Coins can also be found by shooting enemies.



The appears sign of in life h

## LEVEL 1 - ANDY'S HOUSE

### ANDY'S ROOM

Buzz starts in Andy's room. Head towards the desk and leap onto the wooden block, then jump to the chair and onto the desk. Grab the Coins and jump to the shelf on the left. Run left again and push the book from the shelf.

Leap across the gap and onto the bed. Glide over to the desk, then jump to the open drawer and climb up to the desk above. Grab onto the pole and shimmy up to the shelf then grab hold of the zipline to get to the cot. Use Visor mode to lock on and destroy the catches on the cot. Jump out of it and leave the room by the now-open door.

### ROBOT RAMPAGE

Take the right turn. Shimmy up the plant stem. From there, jump to the wire and into the loft. Push the small box forwards along the red line. Jump to the box and then to the centre platform to attack the robot. When it starts towards you, run away. After a while it will pause to recharge. You can then hit it with a single laser blast. To save time, charge up your laser while you are running then when the robot stops, you can hit him with a powerful blast.

### LOSING SHEEP

Drop down to the box you pushed. Shove it over to the far wall. Climb up the shelf and jump on top of the boxes. Make your way to the joists overhead. Leap to the pipe, then onto the main joist. From there, move to the window and collect the sheep. Drop down from the loft and head down the stairs. Proceed to the living room and jump onto the sofa. Collect the Coins then head for the armchair in the corner and perform a power-jump to bounce across the room. Cross over the shelves to the right and grab the second sheep then head over to the next shelf for another Coin Head left and down the small stairs to the kitchen. Push the box to the high chair to reach the

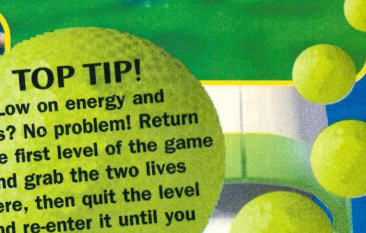
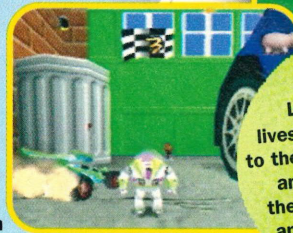
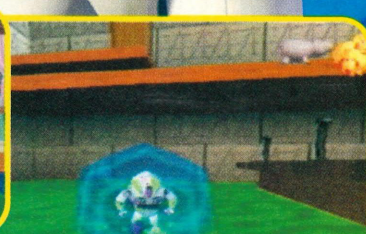
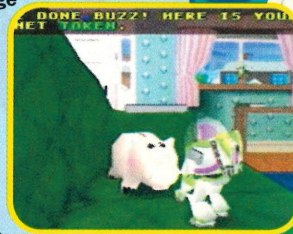
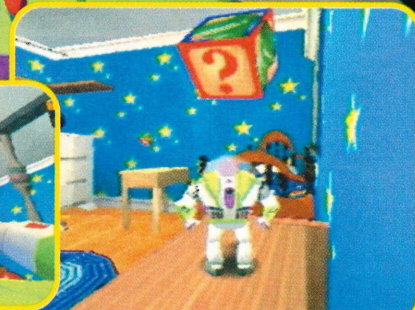
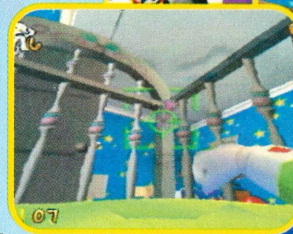
work surface. Dodge the flames from the cooker. Make your way to the top of the fridge. Jump to the top of the cupboards and push the scales off the end. Now power-jump onto the scales and glide across the gap to grab the sheep from the far side.

### POTATO

Go back to the stairs and take the steps to the cellar. Leap over the green gunge and talk to Mr Potatohead. Go back to the living room and power-jump onto the chair again. Note that Hamm is on the sofa. From the high ledge, drop onto the white railing and collect the Ear from under the high ledge. Give it to Mr Potatohead. You can now use the Energy Shield. Grab the Shield from the basement and cross the slime. Climb onto the plank with nails in it. Leap up to the boxes above. Make your way over to the zipline in the corner and slide down it to get another sheep. Now return to the Energy Shield.

### GOING HIGHER

Collect the Shield and retrace your steps. Instead of grabbing the zipline, turn around and jump to the high ledge behind you. Push the box off the ledge. Arrange all three boxes so that you can reach the top shelf, then climb them to retrieve another Token. Exit the cellar and climb up the stairs. At the foot of the large staircase leading to the upstairs is the catflap. Jump through it to enter the garage. Find the small car and race it round the garage. Keep ramming the car to slow it down. Once it's beaten, a Token will be awarded. The fifth and final sheep is in the garage. Leap onto the exhaust pipes and climb to the top of the room. Dodge the saw blades. Continue across the swing bars and over the car. The sheep is in the far corner. Take all five sheep back to the lady on the kitchen table for the last Pizza Planet Token.

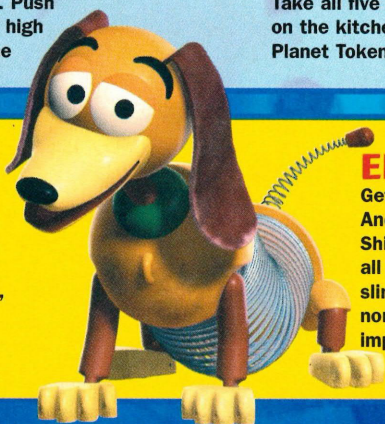


### TOP TIP!

Low on energy and lives? No problem! Return to the first level of the game and grab the two lives there, then quit the level and re-enter it until you have enough.

## SPECIAL ITEMS

By rescuing parts of Mr Potatohead you can gain access to secret equipment scattered around the game. Once acquired, the equipment will be available on all the levels. There are five items to find.



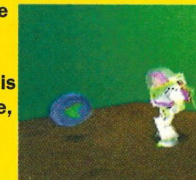
## ENERGY SHIELD

Get this useful item from Andy's House. The Energy Shield protects Buzz from all forms of injury, from slime to laser beams. It's normally used to cross impassable areas.



## DISK LAUNCHER

The Launcher is on the Under Construction level. It fires homing disks at enemies and is effective at long range, even against shielded creatures.





## TOP TIP!

The double jump allows Buzz to reach far-off ledges. Press the jump button once, then as he reaches the apex, press it again to get maximum air.

## PIZZA PLANET TOKENS

Your main objective in the game is to collect these Tokens. You can only proceed to the next level if you have at least one. To complete the game totally you need to have all 50 Tokens.



## BUZZ

Find this Green Token and you'll get an extra life. Once collected, these handy items reappear when you enter a level, so you effectively have an infinite supply.



## BATTERY

After Buzz has taken a few hits he'll be a bit low on energy. Collect a Battery to partially refill his bar. These will also regenerate when you leave a level.



## LEVEL 2 - ANDY'S NEIGHBOURHOOD

### M.I.A.

Talk to the Sergeant on the steps of the house. He'll ask you to find five of his team. Soldier One is in the garden. Search the holes and wait for the flare to appear. Stamp on the soldier as he launches the flare, to destroy a hole. When all the holes are destroyed, the first soldier will give up.

Soldier Two is on the second swing near Rex.

Opposite the set of swings is a small gap in the fence. Walk through here to get to the swimming pool. Climb the chair on the right. Leap across the plants and pots.

Cross over to the plank of wood. Push the plank and climb the plant opposite. Make your way over the flagpoles to the plant at the end of the garden. Soldier Three is at the top of the final plant.

Soldier Four can be found near the red car, through the gap in the fence next to the buggy. Power-jump on both the red buttons next to the car to lower the jack. Climb on top of the car and power-jump the boot to fly across to the washing machine in the corner. Push the plank down and jump onto the clothesline. Slide down the line, jumping between the lines to avoid the clothes. Make your way to the peg basket at the end, to find the soldier. The last remaining soldier is on the main tree just above Hamm. Climb up to get him and return to the Sergeant on the steps for a Token.

### HAMM ON FIVE

Once you have 50 Coins, go to the race track and climb the swings. Scale the tree to find Hamm on a branch.

### BEAT THE BUGGY

The buggy is tough to beat on this level, but it can be done. Walk to the race track and challenge the buggy. Leap the obstacles and the muddy pools to avoid slowing down. Stay in front of the car and ram it so it stops. Do this for three laps to get a Token. An easier way of beating it is to get the Turbo Boots from Al's Toy Barn and return to the level later on.

### LOVE A DUCK

Go to the swimming pool. In the centre of the pool you'll be able to see a Token floating in the air. To get to it, walk over to the deflated duck. power-jump on the foot pump rapidly until the duck is fully inflated and it will then drop into the pool. From the edge of the pool, jump onto the duck. Use a power-jump to bounce high into the air and retrieve the Token.

### HIGH AS A KITE

Go back to the swings and climb the tree. Move past Hamm and up to the place where you found the soldier. Continue up the tree. Walk to the bottom of the plank of wood. Run up it and leap off the end. Ignore the rope and jump the gap next to the wooden pole. Scale the second plank and cross the gap. Climb up to the treehouse at the very top. Time to take down the kite.

Stand in the centre of the treehouse platform. Use the R button to aim at the Zurg kite and fire a supercharged laser blast at it. The kite is very difficult to hit; you need to stay in the centre of the platform to avoid being knocked off. Once it is down, a Token will be awarded.



## LEVEL 3 - BOMBS AWAY

The first boss is a doddle – whoever's flying the plane had better get down to Specsavers and purchase some bifocals! Charge up the laser and use the R button to target the incoming plane. Hold the Z button to lock onto it and unleash a blast. If you hit, the plane will spin out of control and begin another attack run. If you miss, don't worry – the bombs will usually go wide of the mark. Keep targeting and shooting the plane until it crashes and burns.

## SPECIAL MOVES

If you need to get a bit more distance on a regular jump, press and hold the A button.

Buzz will then deploy his plastic wings and float for a few seconds.

### LASER

Buzz's laser is deadly to enemy toys. Larger objects can be destroyed by supercharging the laser. Hold down B to charge up the energy bar then unleash it!

### LOCK ON

For tricky targets, Buzz's Visor view comes in handy. Enter Visor view by pressing R then hold the Z button to lock onto your target. The Visor view can also be used to look around a room.

### SPIN

The spin attack has multiple uses. It can destroy enemies and reflect projectiles. It can also be charged up by holding down the C-down button for a much longer rotation.

### POWER-JUMP

Press A to jump, then tap C-down whilst in the air. Buzz will land heavily. As well as being a useful weapon, this also lets him bounce on objects and activate switches.

## ROCKET BOOTS

Found in Al's Toy Barn, the boots give Buzz a temporary burst of speed. This can be useful when negotiating obstacle courses or competing in time challenge events.



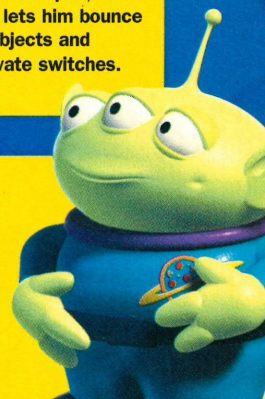
## GRAPPLING HOOK

Search the Elevator Hop for this handy device. Once collected, use the lock-on button to target the red markers. Then launch a hook to hoist Buzz up any obstruction.



## LEVITATION BOOTS

Get the Levitation boots from the Airport Infiltration level. The boots give you limited hovering ability for 20 seconds. Use them to reach the unreachable.





# CHEATZONE Toy Story 2

**TOP TIP!**  
When falling from a great height, press the Jump button and push it in a direction. This will help Buzz control his descent so he can manoeuvre better.

## LEVEL 4 - CONSTRUCTION YARD

### LITTLE TIKES

Walk left to the pallets in front of the workers' hut. Talk to the Foreman and he'll ask you to find his five missing Tikes. The first can be found in the wheelbarrow next to your starting point. Push the grey concrete block to the wheelbarrow and jump inside. Tike Two is hidden inside the workman's hut. Enter the hut through the green door at the top of the steps. Leap over the slime-ridden floor and make your way to the chair. From there jump to the desk. Climb the pole and leap over to the grey drawers; the Tike is on top of them.

Make your way to the bulldozer to find Tike Three. He's standing next to the seat. Activate the dozer scoop by power-jumping on the button inside the cabin. Jump into the scoop when it lowers, then leap over the girders. Make your way round the girders to find Tike Four. Continue to the top of the construction. Ignore the boss and walk along the top of the yellow crane to find the final Tike.

### POTATO PARTS

Halfway up the central construction is Mr Potatohead's Ear. Return it to him and he'll give you access to the Disk Launcher. Mr Potatohead can be found to the left of the hut.

### PAINTING PUZZLE

Enter the hut and go over to the chair, leaping the green slime. Climb onto the cabinet and drop onto the first drawer when it opens. Leap up to the top of the cabinet where the Tike was. Leap the gap and jump over to the cube; activate it to get information about paint. You have to mix three colours: purple, orange, and green. To mix purple, push the grey paint pot underneath the red nozzle and power-jump the button. Do the same with the blue nozzle. Push the pot back to its start point to activate the colour. To mix orange, activate the red and yellow nozzles. For green, add blue and yellow paint. Once all the colours are lit, a Token will be awarded.

## LEVEL 5 - ALLEYS AND GULLEYS

### BALLOON RIDE

Take the right turn and jump up onto the bin using the boxes. Slide down the wire ahead but be wary of the electric charge travelling down it. Leap onto the skip and pass through the gap in the fence. Use the box to leap up onto the melon stand opposite and then jump across to the sliding planks of wood on the right. Leap onto the small wooden table to grab the

Disk for the Disk Launcher. Go back onto the melon stand. Use the Disk Launcher to destroy the small robot with a shield and then jump over to where it was standing. Cross over to the small red button and power-jump the button to activate the fan. Drop onto the table below and then grab the balloon string as it floats up. Land on the bin and collect the first Token.

### SLINKY'S BONES

Go back to your start point and walk in the opposite direction to the end of the alley. Push the plank down and shove the box across the water and against the fence. Scale the box and jump through the gap in the fence. Cross over to Slinky, who's on the centre island, by using the floating debris. Talk to him and he'll ask you to recover five bones in 30 seconds. There's a catch: each bone is above the water. One wrong move and you'll have to do the whole thing again. This task is easier than it looks. Use a single jump to reach each bone, then quickly tap A to get more air and return to the platform. If you miss a bone just press A to double jump back to the platform and try again. Once all the bones have been handed over, Slinky will give you another Token.

### DUCK PATROL

Near your start point is a small plastic duck swimming in the rain water. It will ask you to rescue five

Ducklings from around the level. The first is on top of the canopy near the umbrella where Hamm is hiding. At the end of the street near the balloon is a watery hole. Duckling Two is down here along with an Extra Life. Duckling Three is over by Slinky the dog. From his platform, look to the right, leap across the hole in the wall near the two Coins and drop down the gap to get the duckling. Duckling Four is hidden in one of the windows just before you get to the Clown. The final Duckling is lying in the guttering, opposite the entrance to the Clown.

### CLOWN

You can't reach the Clown until you get the Grappling Hook from Level 10 (Elevator Hop). Once you have it, head for the purple dumpster. Collect the Grapple and use it on the dumpster. Climb the ladder to reach the fire escape. Use the Grapple to get up the edge, then ride the zipline to the opposite building. Use the Grapple to reach the next handrail. Walk along the rail and use it to cross to the next zipline above the window. Slide down the line and then climb onto the next handrail. Grab the high ladder to get to the next level.

Jump on the rail and ride the zipline. Continue working your way to the top until you reach a drainpipe. Scale the pipe. Grab the overhead wires and make your way to the far drainpipe. Shimmy up and jump into the guttering on the left-hand side. Enter the tunnel at the end to face the Clown. Stay ahead of the Clown and use charged laser beams to destroy him. He is faster than you, so change directions at random intervals so he doesn't catch up. Collect the Token from his red nose.

### HAMMBRELLA

Underneath the umbrella, near where you recovered the first Token, is Hamm. When you have 50 Coins, go and talk to him to get another Token.

## LEVEL 6 - SLIME TIME

After the first two easy bosses, this guy ups the stakes. The Slime will bounce around the area trying to crush Buzz. Wait until he jumps and run in the opposite direction to avoid him. Occasionally the Slime will stand still and launch a homing fireball at Buzz. It lasts for about four seconds – just make sure you stay ahead of it.

To defeat the Slime, use your laser on rapid fire. Each time you hit it, the Slime will shrink. You'll need to shrink it back into its can before damage is inflicted. The Slime grows back quite quickly, so you'll need to hit it repeatedly. The fourth time the Slime is canned, it will finally expire.

### TOP TIP!

During the race challenges, the opposing cars will come to a dead stop if they hit Buzz. You can use this to your advantage and block their progress with his body.





# Ridge Racer 64





# Mario Party 2





# Mario Party 2



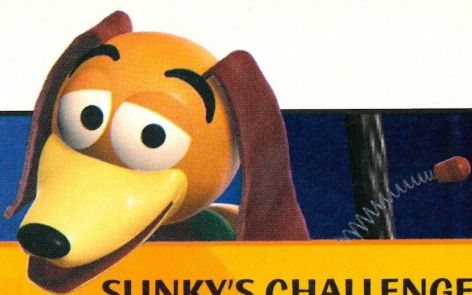


# Ridge Racer 64



PRO POSTER





## SLINKY'S CHALLENGE

Cross the wet cement at the base of the construction and talk to Slinky the dog. He'll ask you to find five Spanners in 60 seconds. The spanners are located above the wet cement. Use small jumps to cross the cement quickly and retrieve the Spanners. Return them to Slinky within the time limit to earn another Token.

## DRILLA KILLA

Getting to the Drilla is tougher than beating him. Climb onto the dozer's scoop to get to the girders. Walk left. Dodge the moving drills and the rivets. Make your way to the lever. Power-jump onto it. Leap onto the moving beam to the right and run up the end, then onto the right-hand red girder as it rises. Continue round the next set of girders until you reach another switch and power-jump on it. Walk forward to the stripy bit of girder, then leap onto the moving beam. Leap onto the next moving

beam and, from there, on to the red girder opposite. Walk over to the hooks on chains and make your way across them. Jump over to the final switch. Activate it and ride the two beams to the top. Leap over to solid ground. Climb the wooden strut.

You will now face the Drilla. If you need Energy or Disks, check out the corners of the roof. To defeat the Drilla, lock on using the Z button then hold down A to pepper him with Disks. This will get you a Token.

## HUNTING FOR HAMM

With 50 Coins in your possession, start looking for Hamm. Check out the yellow generator next to the wheelbarrow where you found one of the Tikes.

Have you seen Barbie?  
Wow - she's cute!



## LEVEL 7 - AL'S TOY BARN

### MR POTATOHEAD'S PART

Make your way onto the first checkout counter. Talk to Mr Potatohead and he'll ask you to find his next missing body part. Get on top of the cash register to the left. Double-jump across the gap to reach the counter opposite. From there, go to the next till and leap onto the zipline. Quickly double-jump off the line and onto the third checkout. Grab the missing piece and go back to the first checkout. Mr Potatohead will then give you access to the Rocket Boots.

### CHICKEN LICKIN'

Walk down the second aisle and talk to the Chicken. Jump onto the skateboard, then bounce on the trampoline. From there, leap left and grab the zipline. Slide down the line and grab the Chick. Return to the Chicken and he'll challenge you to do the course again; this time a Token will be awarded.

### HERE CHICKY CHICKY

Walk down the first aisle towards the basketballs. Climb onto the counter. Jump through the bike. Scale the rope and leap through the bicycle wheels. Jump to the ledge with the

skateboard. Get the second Chick. Ride the board through the slime and push the box to climb up to the hatch. Get Chick Three and drop down into the main store. Run over to the rodeo machine on the right. Power-jump on the lever to start it. Jump to Mr Potatohead's counter and collect the Rocket Boots. Use them to reach the Supermarket trolley on the other side of the slime. From there, make your way over to the rodeo machine and leap on it. This should propel you into Chick Four.

The last Chick is hidden in the room with boxes, opposite the office. You need to access the Levitation Boots from Level 13 (Airport Infiltration) to get it. Use the Boots to hover over the pile of boxes and reach the last Chick.

### IN A HAMM

When you have 50 Coins, enter the office and climb on the table. Hamm is sitting on top of it, waiting for your well-earned Coinage.

### OFFICE HOURS

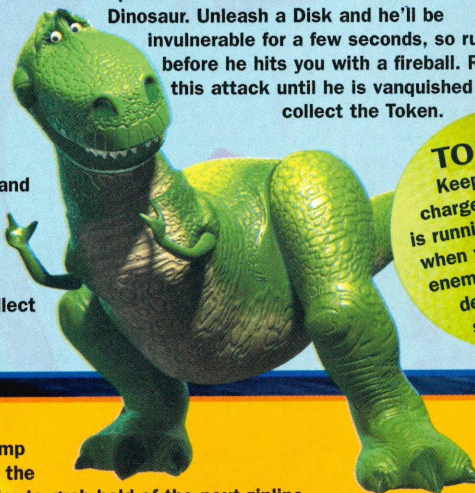
From Hamm, leap onto the small desk. Collect the Disk for the Launcher and aim at the

padlocks on the drawers. Shoot them off and the drawers will start opening and closing. Leap over to the drawers and use them to reach the ledge above. Collect the Token from here.

### WALK THE DINOSAUR

Enter the box room opposite the office. Climb up to the ledge near Rex. Talk to Rex and he'll tell you about the monster. Make sure you have full ammo for the Disk Launcher and then hop into the ventilation shaft to the left. Drop down the rope and then use the Z button to lock onto the Dinosaur. Unleash a Disk and he'll be invulnerable for a few seconds, so run off before he hits you with a fireball. Repeat this attack until he is vanquished and collect the Token.

**TOP TIP!**  
Keep the laser charged when Buzz is running about. Then when you run into an enemy toy, it will be destroyed in a single blast.



## LEVEL 8 - AL'S SPACE LAND

### BUZZ OFF

Grab the Green Laser power-up and then move towards the pushable box. Shove it against the other boxes, then climb up to the mobiles. Leap from wire to wire and make your way to the Alien and collect him. Leap from the mobile over to the two boxes. From there enter the moonscape. The Buzzmobile will attack with homing missiles. Use the green laser to inflict damage on him, then circle the buggy. Leap the missiles as they come towards you and use Buzz's spin attack to shield him. Once the Buzzmobile is toast, you'll get a Token.

### GRAB HOLD OF THIS

Return to your start point and enter the aisle marked 'Arcade'. Leap onto the cup to get up the nearest machine. From the top of the machine, cross to the end of the aisle. There should be a grabbing machine containing a Token at the end. Leap to this machine and power-jump onto the button. This will move the crane horizontally. Press the button again to move it vertically. Stand at an angle so you can see the shadow of the crane and line it up with the Token.

### SPACE RACE

Go down the third aisle. Climb the boxes to reach the top shelf and have a few words with the UFO. He'll challenge you to a race. You basically have to slide along the ziplines and jump from line to line to outrun the UFO. If you fall off, it's back to the start for Buzz. Luckily the lines are marked. All you

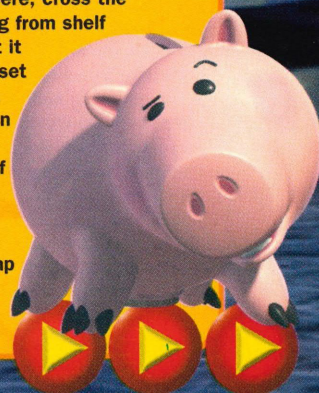
need to do is jump when you reach the red patch in order to grab hold of the next zipline. Once at the end you will receive a Token.

### ALIEN

After getting the first Alien, go over to the arcade. Get on top of the blue machine next to the grabber. From there, jump to the top of the ball machine. Drop down the hole in the top of it to the balls below. Jump over to Alien Two and add him to your collection. Return to the start point and go down the first corridor. Leap on to the boxes. From there, cross the swing poles and get to the top of the shelf. Start jumping from shelf to shelf and make your way to the Energy Shield. Collect it and jump down. Run along the aisle until you come to a set of stacked boxes. Scale these. Grab the overhead ropes. Slide along them, then drop onto the box containing Alien three. From there continue along the tops of the boxes to reach Alien Four. The last Alien is hidden at the end of the zipline race.

### PIGS IN SPACE

Just before you get to the fourth Alien, drop down the gap between the boxes. Hamm is down here and waiting for 50 Coins.





# CHEATZONE Toy Story 2

## LEVEL 9 - TOY BARN ENCOUNTER

This boss is quite tough. Shoot his body repeatedly to cause one of the six capsules surrounding him to detach. Once detached, a capsule will spill enemies into the arena. Defeat these, then target the body of the Craft again. Keep doing this until all the capsules have been destroyed. Now the Craft will come after you using its homing laser. Lock onto it and fire a charged laser beam, then run away until it stops flashing. Keep doing this until the Craft is destroyed.

### TOP TIP!

By charging up Buzz's spin attack, you can steer him like a top into enemy toys. When Buzz stops spinning he'll be dizzy for a few seconds.

**BOSS DEFEATED!**

Press 

## LEVEL 10 - ELEVATOR HOP

### POTATO PARTS

About-face and enter the small alcove to talk to Mr Potatohead. He'll ask you to find his next missing body part. Walk to the flooded electrical room. Move to the left of the first bar. Jump and swing across the bars. Climb to the machines and make your way round the top of the room. Grab the red zipline. Cross to the other side of the room. Grab the missing piece and the first Clockwork Mouse. Head back to Mr Potatohead and collect the Grappling Hook.

### TOWERING INFERNO

Use the Grappling Hook to head up the ventilation shaft, taking care to avoid the deadly flames. Run through the shaft, killing all the enemies you find. Grab Mouse Two beside Rex, on the left-hand side, and then continue to the top of the shaft. Talk to Papa Mouse. Climb on the seat then leap over to the console. Now power-jump on the buttons to line up the wire. The colour of the wires moved is indicated on each button. Once the wire is connected, the lift doors will

open. Collect the Token from the doors. Power-jump on the lower switch to activate the fan; this will make getting back to the top much easier.

### MOUSE HUNT

Collect the third Mouse from the wall of the lift shaft. Make your way to the top of the shaft by riding the top of the lifts and jumping from platform to platform. Collect Mouse Four from here. Power-jump on the switch to activate the lower fan. Go back to Papa Mouse. Get on top of the console and grab the final Mouse from the ceiling. Give them to Papa Mouse for a Token.

### SPIDER

Travel to the top of the lift shaft, using the tops of the elevators. Jump into the hole to the right of the shaft. Here you'll face the Spider Monster. This guy is very hard to beat. He fires web balls that stick to the floor and injure Buzz. He also has a flame-thrower that's quite lethal at close range. Taking care to avoid the gaping hole in the floor, circle the Spider and hit him with charged laser bursts. Periodically the fans at the base of the area will blow both of you into the air. When this happens, move Buzz towards the wall. Keep shooting the

Spider until he drops, revealing another Token.

### SHAFT

At the top of the lift shaft there is a ventilation duct. Talk to the Mouse inside. Drop down the shaft as quickly as you can. Use the jump button to avoid the gaps in the pipe. Beat the Token to the bottom and grab it when it comes down.

### FRIED HAMM

With 50 Coins in your possession, the hunt for Hamm begins. Think back to the start of the level. That's right, you passed him in the electrical room when you went looking for Mr Potatohead's missing body parts. Drop some Coins in his slot to get the final Token.

### TOP TIP!

Some creatures reflect Buzz's laser beams. You can either spin or do a power-jump to take them down.

## LEVEL 11 - AL'S PENTHOUSE

### HORSE COURSE

Walk over to the Horse and have a few words. He'll ask you to collect five Horseshoes in 30 seconds. The first Shoe is in plain view. The next is to the right. Follow the trail of Shoes onto the sofa until you have all five, then go back to the Horse and collect your first Pizza Planet Token.

### RUNAWAY TRAIN

Turn left from your start point and walk over to the pushable box. Shove it through the door on the right and move it forwards next to the train. Leap onto the train and use the Cube. Collect the Rabbit then jump over to the train track. Move along the track to the first switch and then power-jump onto the box. Use the three track switches to move the train into the dead-end siding, then head to end of the track and push the box there along to the rear of the large train. Get on the box and leap to the train roof. Power-jump onto the red button there to deactivate the cannon and collect the next Token.

### BANDIT BAILEY

Go the lower box and push it back out of the room. Shove it round the corridor into the next room along. Jump up to the table above. Walk along and push the next box. Continue over to the TV and grab the Energy from the top. Jump back to the boot and get on top of it. Use it to reach the cupboard above. Collect Rabbit Two who is waiting on top of the cupboard. Power-jump on the red button to deactivate the cannon. Continue along and drop into the sand box. Run to the red button at the end and use it to deactivate the second cannon.

The Bandit himself is easy to defeat. Stay at a distance and use your spin move to deflect the cannonballs he fires, then shoot him with the laser. Once he is destroyed, collect the next Token.

### BUNNY WUNNIES

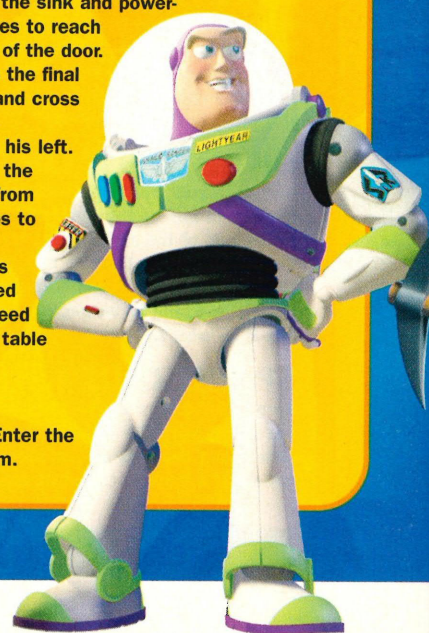
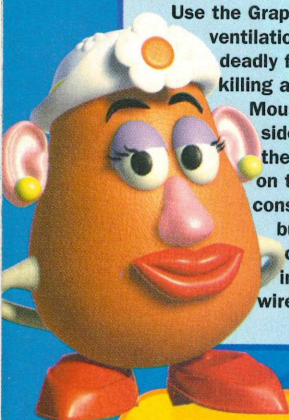
Go back to the living room and get on the sofa. Leap to the table, then to the handrail. Cross the rail and jump onto the fireplace. Scale the lampshade opposite. Climb to the high shelf. Leap onto the lights and use them to cross the gap. Power-jump on the red button. Double jump over to Rabbit Three.

Move to the living room table and target the red lock to the right of the fireplace. Shoot it, then pass through the tunnel. Enter the bathroom and jump onto the top of the bath. Power-jump on the blue switch and quickly jump onto one of the floating sponges. Cross over to the sink and power-jump the blue button there. Use the sponges to reach the shower door. Double-jump to grab hold of the door. Run along the top of the shower and press the final blue button. Go back across the sponges and cross the top of the cabinets to get Rabbit Four.

Walk to Rex and go through the gap on his left. Shoot the lock off the fridge door and use the shelves to reach the kitchen table. Jump from there and run to the scales. Use the scales to reach the cupboard above. Run to the cannon, then to the lights. Cross the lights quickly so Buzz doesn't fall. Step on the red button to knock out the cannon then proceed to the final Rabbit. Jump onto the kitchen table and return the Rabbits to Jessie.

### HOT TUB

Got 50 Coins? Looking to make a trade? Enter the bathroom and jump in the tub to find Hamm.





Has anyone  
ever told you?  
I am your father  
Buzz!

## LEVEL 12 - EVIL EMPEROR ZURG

Zurg is armed with a ball-firing gun. The yellow balls are unguided and can only hit Buzz if he stands still for too long. The green balls are homing and will chase Buzz around the map until they eventually run out of power or are deflected by his wings.

Zurg is immune to your laser blasts. The only way to defeat him is with the spin attack. Wait for Zurg to hover close to the ground, then use a supercharged spin move to knock him senseless. Zurg has to be hit about ten times before he succumbs.

## LEVEL 13 - AIRPORT INFILTRATION

### WEIGHT A MOMENT

Walk round the corridor and power-jump onto the blue cases to reach the conveyor belt above. Jump on top of the brown case and use it to leap to the pole. Swing over the pole to get to the next belt. Do the same here and jump off the third belt when it takes you into a new area. Talk to the Weightlifter in the corner.

You now have to find five Weights in 60 seconds. The first is to the left of the Weightlifter. The second is in the Plane Room next to it. Return to the room with the Weightlifter. Run to the conveyor belt and climb the box. Collect the third Weight. Drop down and walk under the conveyor. Collect the fourth Weight by the snake. Enter the next room to find the final Weight.

### POTATO WEDGES

Walk to the luggage room near the Weightlifter.

Here you'll find Mr Potatohead. Walk to the Plane Room (the other room adjacent to the Weightlifter). Walk to the conveyor belt and push the wheel. Jump onto the wheel to reach the belt and use the belt to get over to the wing. Walk to the end of the wing and jump onto the next wing. Leap over to the ledge. Collect the missing piece and return it to Mr Potatohead to get the Levitation Boots.

### PROSPECTOR

Climb the stack of suitcases in the room. Collect the

Levitation Boots and hold A to make Buzz rise. When he can go up no further, move to the left of the cases to continue upwards. When the boots run out, jump over the conveyor belt containing the Prospector.

This dude is immune to laser blasts, so use your spin attack to deal him damage. The Prospector strikes with a flaming brand – jump to avoid it. Once this bearded git has been toppled you can collect the Token.

### PLANE CRAZY

Return to the ledge where you found Mr Potatohead's missing bit and then jump to the platform above. Swing across the pole and climb up the next lot of ledges. Jump from pole to pole until you reach the Levitation Boots. Use them to glide to the top of the plane, but watch out for the blast from the engine. Collect a Token from the end of the nose.

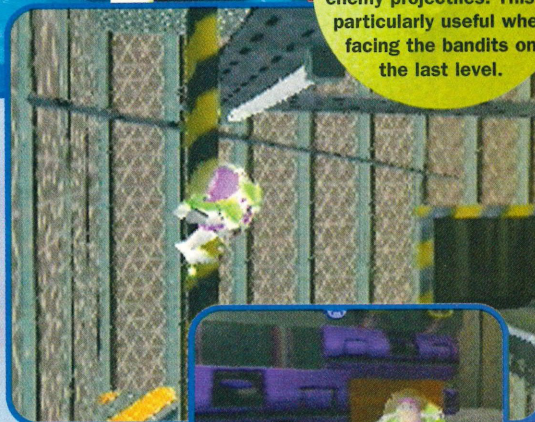
### TIKE AIRWAYS

In the Plane Room is a small plane with a Tike pilot. He asks you to find his five Passengers. The first is near the start of the level. On reaching the conveyor belt with the blue suitcase, power-jump onto it to get onto the high ledge. Make your way across the tops of the machines, using the light fittings to get the Tike.

Tike Two is hidden above the Prospector boss. Jump onto the blue case at the end of the belt. Bounce to the ledge above. Scale the pole and leap to the wire. The Tike is waiting for you on the ledge. Tike Three is in the Plane Room. Climb to the ledge where you found the bit of Mr Potatohead then leap to the level above. Continue upwards until you reach the vertical stripy poles. See those jet engines on the wall? Well, the Tike

### TOP TIP!

Don't forget that Buzz's spin attack can be used to deflect enemy projectiles. This is particularly useful when facing the bandits on the last level.

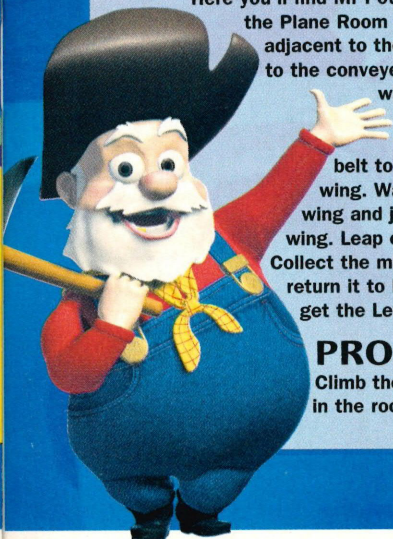


is on the top one. Leap to the poles next to the engines and climb up to reach the Tike. The fourth Tike is hidden on the ledge beneath the Levitation Boots on the dismantled plane. Look down from the ledge, then jump carefully onto him.

The final Tike is the killer. In the Weightlifter room, get back on the conveyor belt. Power-jump onto a blue case. Use it to reach the belt above. Do the same on the next two belts. Leap the gap in the next belt and keep going up. When you reach the top, jump and grab onto the horizontal bar. From there, get to the platform next to the wire. Slide down the wire to the Tike. This might take a bit of mastering – it is easier on paper than it is in practice.

### PIGS CAN FLY

When you leap on the X-ray machines, to get the first Tike, turn left instead of right. Hamm is on top of the office. Give him 50 Coins and you know what he'll do.





## LEVEL 14 - TARMAC TROUBLE

### BLACKSMITH

On the roof of the building, in Zone Seven, is the Blacksmith. Get over to him by sliding on the wings of the plane. Jump towards the aerial and prepare to do battle. The Blacksmith attacks with his hammer in much the same way as the previous Prospector boss. The blue shockwave he creates will home in on Buzz, so use your double-jump button to stay clear. Using Buzz's spin attack is the only way that you can deal with this moustached freak.

### HAMM

Hamm is in Zone Five, next to the slime pool. Deliver him 50 Coins to get yourself a Token.

### TIKE'S MISSING LUGGAGE

In Zone Three is a Tike trolley. He is missing five sets of luggage. The first Case is hidden in Rex's trolley between Zones One and Two. Climb into the driver's cab to find it on the seat.

The second Case is on top of the plane. Use the windsock to reach it. Walk to the end of the plane wing. Leap over to the conveyor belt near Zone Six. Collect Case Three from on top. Case Four is bouncing around in Zone Four. Get back on the plane's wing. Look for the Zone Eight marking. Leap from the plane onto the block marked with an '8'. The final Case is located here.

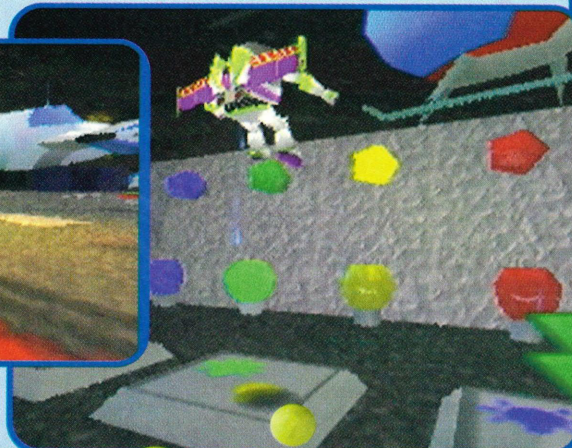
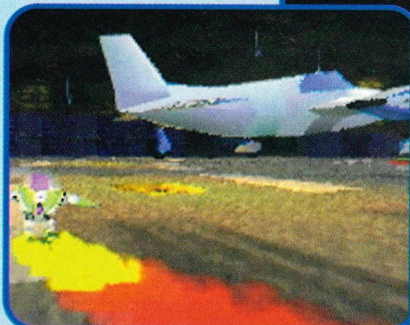
### SLINKY

In the middle of the airport, next to the windsock, is Slinky. Leap across the poisonous grass to reach him. Slinky will challenge you to run

across the path and get back to the tarmac without jumping or touching the grass. If you manage to do it, a Token will be awarded. You have 65 seconds to complete this task.

### HELICOPTER

Use the zipline at the end of Rex's trolley to reach the light area. Jump on the pole to reach it. Once on the roof, walk to the puzzle. You have to get the lights at the bottom to match the lights at the top. To do this you must turn off the green bulb and light the yellow one. Step on the far right button and the second button from the left. Climb up to the helipad above and collect the Token.



### TOP TIP!

You'll need at least 40 Tokens to face the final boss. Talk to Rex and make sure you've completed all the challenges.

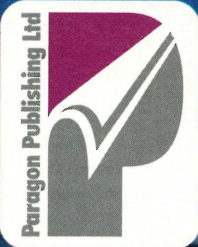
## LEVEL 15 - FINAL SHOWDOWN

In this final boss battle, Buzz faces three enemies: the Prospector, the Bandit and the Blacksmith. They all share the same energy bar and attack simultaneously. As before, staying on the move is essential. Attack the Blacksmith first as he is the most dangerous. Spin into him about seven times and he'll drop. Next, go after the Prospector using the spin attack. The Bandit is the easiest to defeat; deflect his shots with your wings then counterattack with a spin or two.

### TOP TIP!

If you need more Coins to give to Hamm, try destroying enemies. Most leave behind a Coin when they explode.

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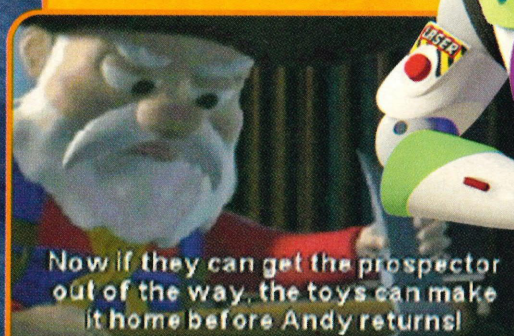
Printed in Great Britain by Polestar Chantry  
Published by Paragon Publishing Ltd  
Produced for Paragon Publishing by Russell Murray  
& Nicola Harding. Tip-X illustration by Kevin Hopgood.

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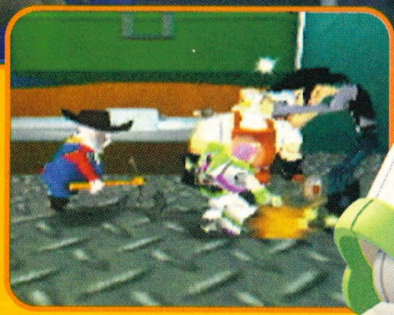
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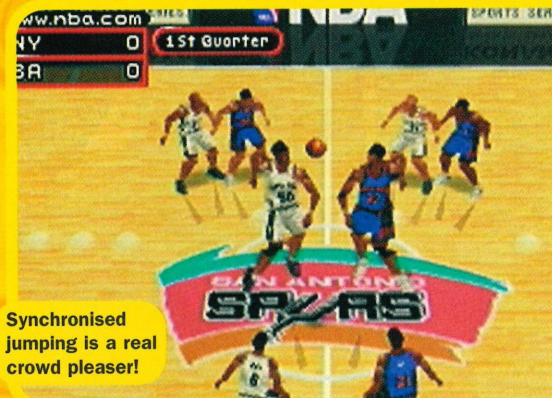


Now if they can get the prospector out of the way, the toys can make it home before Andy returns!

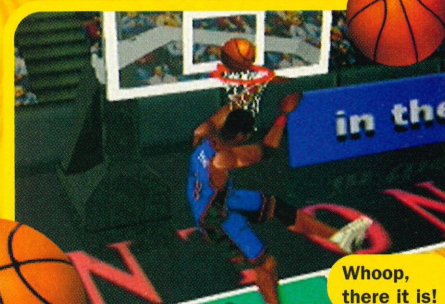




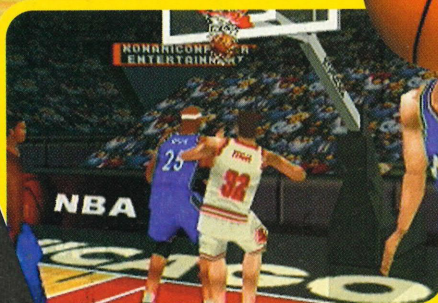
Yo! What's up? Let's shoot some hoops, big stylee!



Synchronised jumping is a real crowd pleaser!

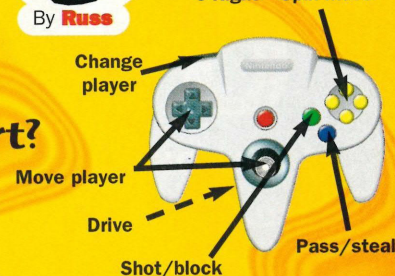


Whoop, there it is!



By Russ

- C-Up High keep
- C-Down Protect move
- C-Left Dribble change
- C-Right Spin move



# NBA in the Zone 2000

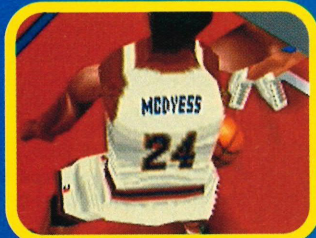
Basketball games? What could be more fun than watching strapping young men leaping around a court? We'll tell you what...

**B**ASKETBALL... despite being very popular in the US, it's never really taken off here in Blighty. However, this hasn't stopped the world from attempting to simulate the crazy antics of the basketball court in videogame form. Unfortunately, most of these 'games' tend to be a little bit boring and only Kobe Bryant in Courtside has managed to supply any real thrills and spills. So the question is, can *NBA in the Zone 2000* change all this? In a word, NO.

**“It feels like your player's running in a sea of treacle!”**

## Balancing acts

Each of the players in the game has different attributes. Some are good at slam dunking, whilst others are better in defence. The key to success is selecting a team with good all-round attributes.



My my Grandad, what big shoulders you have!

## Basket bore

The game features the usual five-on-five basketball action. Exhibition, Tournament, Training and Dunking modes are all on offer, but none generate anything that could reasonably be described as fun. The control system is unresponsive – at times you feel like your player is running through an invisible sea of treacle! In an attempt to make things more exciting, there are special moves, but you have little control over these and often end up flying out of bounds through no fault of your own!

## Harlem globe rotters

The graphics are also a bit crummy – the players look okay standing still, but as soon as they start moving you'd be forgiven for thinking some cheeky tinker had put lead in their boots! To be fair, some of the player animation is okay but it can't hide the fact that everything is so sloooooowwww. Sound-wise, it's not bad – the crowd scream and clap when the action hots up (which isn't very often!) and there's a bit of in-game commentary.

Overall, though, with so many superior basketball games on the N64, it's difficult to recommend *NBA in the Zone 2000* and even big fans of the sport will be disappointed by this. Avoid this one like the plague. ●

## Three's the magic number

If you get tired of the main game, you can always try your hand at the three point shoot-out competition. Playing against either the computer or friends, you have to shoot hoops from outside the three point zone. Alternatively, you could watch some paint dry.



Get your cameras at the ready – this one's going in!



This mode requires a mixture of luck and good timing.

59%



**Why...** Basketball games are ten-a-penny on the N64. Unfortunately, this one just doesn't cut the mustard. The blurry graphics and sleep-inducing gameplay are reason enough to let this travesty rot in the bargain buckets. **Russ**

## Breakdown

GRAPHICS 5/10  
SOUND 6/10  
GAMEPLAY 5/10  
LASTABILITY 5/10

## Why not try...

Kobe Bryant 80%



## Other Views

**NERYS** If you're after a basket game, get *NBA Jam* and avoid this one like the plague.

**MARK** There are lots of basketball games on your N64 and most are better than this.



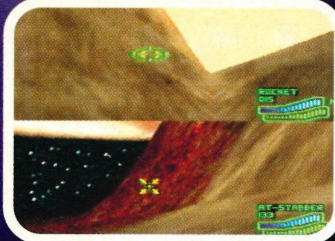


Lock and load, it's time for a wild ride!

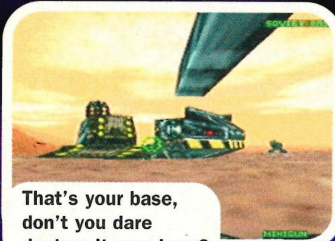
REVIEW



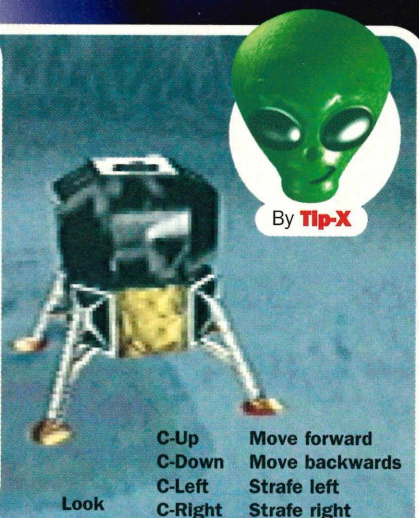
UK Release



Someone has left a rather large base here. Oh, it's yours.



That's your base, don't you dare destroy it, you hear?



By **Tip-X**

C-Up Move forward  
C-Down Move backwards  
C-Left Strafe left  
C-Right Strafe right

Look around



Fires weapon

Change weapon down

Change weapon up

Jump

# Battlezone 64

Have you ever dreamt about motoring round a distant planet in a glorified space buggy with a multitude of high-powered weapons to play with?

WELL, if you have had such a dream, you're a bit weird really! But it's funny that you have, because now you can experience all that and more in this power-crazy game.

## Space race

The mighty Soviets and Americans are at it again, but this time on Mars and various other planets and moons. They're always fighting about something and this is no exception. It's a gigantic space race where each side wants to kick the other's backside and out-do them.

You join the action by controlling one of the teams in a bid to secure your bases on the many locations. There are three levels of difficulty which really challenge your patience and skills. The Arcade mode is a straightforward shoot-and-kill venture, while the Pilot and Commander modes are much more story and mission-based. The latter of the two is tougher and not only do you have to complete each mission, but also build up and construct your forces

before starting the battle. You take control of one of the many vehicles and have the chance to race about the fully 3-D landscapes. The main mission parameters are to protect certain buildings or vehicles with the aid of your apt driving skills and a variety of super-cool destructive weapons.

Once your buggy has been destroyed, though, you are ejected and have to fight as the annoyingly slow pilot, armed with nothing more than a sniper rifle and the laser equivalent of a pop-gun. That's fair!

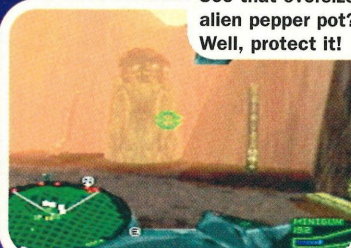
## Control your fate

While it's great fun, *Battlezone 64* is also super tough, with tonnes of missions and features. The graphics on some levels, like the moon missions, look absolutely useless, but on the whole they convey the message very well indeed, with smooth 3-D and nicely drawn and detailed sprites.

The control method is very confusing, so anyone used to playing the likes of *GoldenEye* and *Turok* will find it takes a while to get used to, whilst the sound makes do with nothing more than a few good effects and bland tunes. There's a cool multiplayer player mode, with lots of excellent deathmatch and race-style games so you can give your mates a right good bashing! Overall, the game in itself is very playable, with mountains to keep you occupied for a long, long time.

See that oversized alien pepper pot? Well, protect it!

Bang, crash, explode! That's dead for sure!



82%



A huge, tough game that's let down by average sound and weird controls that make it a little awkward to play at times. There's enough gameplay and entertainment to keep you locked in your room for a long time, though! **Tip-X**

## Breakdown

GRAPHICS 7/10  
SOUND 6/10  
GAMEPLAY 7/10  
LASTABILITY 8/10

## Why not try

Armored 80%



## Other Views

**Russ** This game has plenty of challenges for everyone and is sure to last for quite some time.

**Mark** A good blend of strategy and action that's let down by below-average graphics.

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# Millennium Games Awards



**S**EVERAL months ago we printed a form asking our readers to take part in a vote to choose the best video games of the Millennium. A number of other console magazines also ran the awards and over 3,000 of you sent in your replies. Here are the results.

#### THE READERS

Almost predictably, 93% of the voters were male, most of them between 10 and 17 years of age (56%) although those aged 18-25 (19%) and 26-35 (18%) also took some time to fill in the questionnaires.

68% of the voters are still living with their parents, which is not surprising considering that just over half of the respondents are students. 12% of voters are married and a further 11% live with their partner.

#### VIDEO GAMES, CONSOLES AND DVD'S

A total of 85% of voters already own a videogames console or intend to purchase one in the next 12 months. Here is a list of the results.

#### CONSOLES

Purchase(%)	Own(%)	Intend to
Sony PlayStation	78	3
Nintendo 64	29	3
Game Boy Color	14	7
Sega Dreamcast	14	19
Sony PlayStation 2	0	52
Nintendo Dolphin	0	13

A massive 63% of the voters already own a home computer and a further 15% intend to but one in the next few months. At home, 24% of the voters have access to the Internet and a further 38% use the Internet whilst at work. The remaining 28% intend to get hooked up within the next few months. Only 8% of the voters own a DVD player at the moment.



1	GoldenEye	Nintendo/Rare	N64
2	Metal Gear Solid	Konami	PSX
3	Gran Turismo	Sony	PSX
4	Tekken 3	Namco	PSX
5	Tomb Raider	Eidos/Core design	Multi
6	Resident Evil 2	Capcom	Multi
7	Sonic The Hedgehog	Sega	Mega Drive
8	Final Fantasy VII	Square	PSX
9	Worms	Team 17	Multi
10	Driver	GT Interactive/Reflections	PC/PSX
11	Resident Evil	Capcom	PSX
12	Final Fantasy VIII	Square	PSX
13	Zelda 64	Nintendo	N64
14	Street Fighter 2	Capcom	Multi
15	Super Mario Kart	Nintendo	SNES
16	Mario Kart 64	Nintendo	N64
17	Quake II	Activision/id	Multi
18	Tomb Raider III	Eidos/Core Design	Multi
19	Tomb Raider II	Eidos/Core Design	Multi
20	FIFA 2000	EA Sports	PC/PS
21	Super Mario World	Nintendo	SNES
22	Grand Theft Auto	GT Interactive/DMA Design	Multi
23	Silent Hill	Konami	PSX
24	WWF Attitude	Acclaim	Multi
25	Super Mario 64	Nintendo	N64
26	Tony Hawk's Pro Skateboarding	Activision	PSX
27	FIFA 99	EA Sports	Multi
28	Dino Crisis	Capcom	PSX
29	Syphon Filter	Sony	PSX
30	Tomorrow Never Dies	EA	PSX
31	Soul Calibur	Sega	PC/DC
32	Tomb Raider 4	Eidos/Core Design	Multi
33	Colin McRae Rally	Codemasters	PSX
34	Resident Evil 3	Capcom	PSX
35	Tekken 2	Namco	PSX
36	Grand Theft Auto 2	GT Interactive/DMA Design	Multi
37	Die Hard Trilogy	Fox Interactive	PSX
38	ISS Pro Evolution	Konami	PSX
39	Tetris	Various	Multi
40	Command And Conquer	Various/Westwood	Multi
41	Doom/Doom 2	id	Multi
42	Time Crisis	Namco	PS/Arcade
43	Sonic Adventure	Sega	DC
44	Half-Life	Sierra	PC

#### GAME OF THE MILLENNIUM

Nintendo and Rare's *GoldenEye* has been named as the Game of the Millennium which won't surprise any of our readers. *GoldenEye* has received several awards and is still the best game we've ever played. There are a total of 23 N64 games in the top

100, with six classic SNES games and five brilliant Game Boy games. These results have been collected from videogame addicts all over the country and it's very nice to see an N64 game take the first prize. Let's just wait and see what they think of *Perfect Dark*!





# Game of the Millennium

Millennium  
GAMES  
Awards

## N64 GoldenEye

45	Pokémon	Nintendo	Game Boy
46	Crash Bandicoot 3	Sony	PSX
47	GP 500	Microprose	PC
48	Space Invaders	Taito	Arcade
49	Out Run	Sega	Multi
50	Sonic The Hedgehog	Sega	Master System
51	Crash Bandicoot	Sony	PSX
52	Banjo-Kazooie	Rare	N64
53	Sensible Soccer	Sensible Software	PC/Amiga
54	Secret Of Mana	Square	SNES
55	LMA Manager	Codemasters	PSX
56	Championship Manager 3	Gremlin	PC
57	Crash Team Racing	Sony	PSX
58	House Of The Dead 2	Sega	DC/Arcade
59	Sensible World Of Soccer	Sensible Software	PC/Amiga
60	Worms Armageddon	Infogrames/Team 17	Multi
61	Mission: Impossible	Infogrames	N64/PSX
62	Ready 2 Rumble	Midway	Multi
63	Bubble Bobble	Taito	Multi
64	Crash Bandicoot 2	Sony	PSX
65	Sonic The Hedgehog 3	Sega	Mega Drive
66	Road Rash	EA	Multi
67	Sega Rally	Sega	Multi
68	Donkey Kong Country	Nintendo/Rare	SNES
69	Tenchu	Activision	PSX
70	Soul Blade	Namco	Multi
71	Elite	Various	Multi
72	ISS Pro 98	Konami	PSX
73	Streets Of Rage	Sega	Mega Drive
74	Theme Park	EA/Bullfrog	Multi
75	V-Rally 2	Infogrames	PSX
76	Soul Reaver	Eidos	PSX
77	Starcraft	Blizzard	PC
78	Star Wars: Episode 1 Racer	LucasArts	Multi
79	Spyro The Dragon	Sony	PSX
80	Super Mario Bros	Nintendo	NES
81	Time Crisis 2	Namco	Arcade
82	WWF Warzone	Acclaim	Multi
83	Manic Miner	Bug Byte	Spectrum
84	Streets Of Rage 2	Sega	Mega Drive
85	Worms 2	Team 17	PC
86	Wipeout 2097	Psygnosis	PSX
87	Pilot Wings	Nintendo	N64
88	Duke Nukem 3-D	GT Interactive/3D Realms	Multi
89	TOCA 2 Touring Cars	Codemasters	PSX
90	WCW Mayhem	EA	Multi
91	Diddy Kong Racing	Rare	N64
92	Gauntlet	Atari	Multi
93	James Pond	EA	Mega Drive
94	Skool Daze	Microsphere	Multi
95	South Park	Acclaim	PS/N64
96	Legend Of Zelda: A Link To The Past	Nintendo	SNES
97	Tekken	Namco	PSX
98	1080° Snowboarding	Nintendo	N64
99	Legend Of Kain 2: Soul Reaver	Eidos	PSX
100	Syndicate	EA/Bullfrog	PC/Amiga

## Top 10 GAMES

Here are the very best videogames that won a place in the top ten.

GoldenEye N64

1



2

Metal Gear Solid



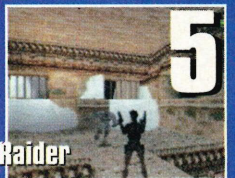
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Gran Turismo



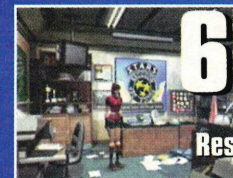
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Tekken 3



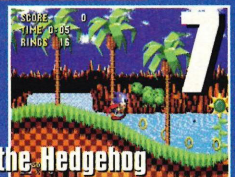
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Tomb Raider



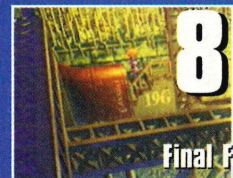
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Res Evil 2



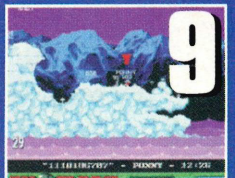
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Sonic the Hedgehog



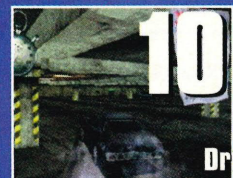
8

Final Fantasy VII



9

Worms



10

Driver







# NEWS

You can email any member of the N64 Pro crew with your reader review (or about anything else). Our ears are always open to our readers so write, email and send carrier pigeons to tell us what you want to say!

markh@paragon.co.uk  
nerys@paragon.co.uk  
russellm@paragon.co.uk



## Resident Evil 2

**What WE said** "It's a blood-soaked monster game that grabs you by the throat, pulls out your eyes and won't let you go until you've played it to death. We can't recommend *Resident Evil 2* enough. Go out and buy a copy to find out just how good it is!" **94%** MARK

### What YOU said

"This is the scariest, goriest game ever! The zombies and lickers are cool whilst the graphics are excellent. The music is spooky and the cut-scenes are spectacular. **99%**"  
**AS Smith, Hertford (Aged 15)**

"I hated *Resident Evil* on the PlayStation and I hate this version as well. Even though there is no need for slow-down, the game still doesn't run smoothly and you have to wait ages for every door to open. Utter rubbish! **30%**"  
**John Tucker, Kent**

"Blood, guts, zombies and carnage! Excellent! I'm a huge *Resident Evil* fan and have played them all on every machine possible. *Resident Evil 2* is one of my favourites, and I was so glad to see it on my N64. It's better than the PlayStation version by far. Very nice and gory too! **95%**"  
**Roger Thomson, Blackburn**

## Episode 1 Racer

**What WE said** "I've seen the future and despite what that baldy bloke on the adverts may claim, it's not egg-shaped. It's blisteringly fast, dangerously exciting and definitely pod-shaped. This is a super-sonic Jedi Master of a racer that hurtles past N64 high flyers and leaves 'dark side' PlayStation racers trailing in its wake. The force is truly strong with this one!" **93%** NOELY

### What YOU said

"Excellent graphics and great two-player mode. It's so good you'll be zooming around those corners in your sleep! If only the computer didn't cheat! **98%**"  
**Jordan Jury, Swindon (Aged 12)**

"It's the fastest and best racing game around and I've played them all, so I'd know. The graphics are cool and the game is just lightening fast. **99%**"  
**Lee Matterson, Cambridge**

"The graphics are good, but the gameplay is a bit pants. At the end of the day, it's an average racer with average gameplay. My brother loves it, but I think it's shite! **32%**"  
**Mary Stockforth, Dundee**

## Ready 2 Rumble

**What WE said** "It runs rings around every other fighter. The animation is astounding, the sound is brilliant and there's so much speech you'll think your N64 has grown a voice-box. Above all, it's a hilarious game that's so much fun to play you'll become surgically glued to your joypad." **92%** MARK

### What YOU said

"It looks great, sounds awesome and plays like a turtle trying to fight (and I don't mean a ninja turtle)! The controls are so... slow... when you press a button, you wait and get hit all the time! Buy *Smash Bros* instead! **63%**"  
**Johnny Hoogstrate, Lewedorp, The Netherlands**

"I like boxing games and I love this one. All the characters are funny, especially Afro Thunder and his huge Seventies hairstyle. The gameplay is superb and I love the smooth graphics. **96%**"  
**Kevin Minger, Croydon**

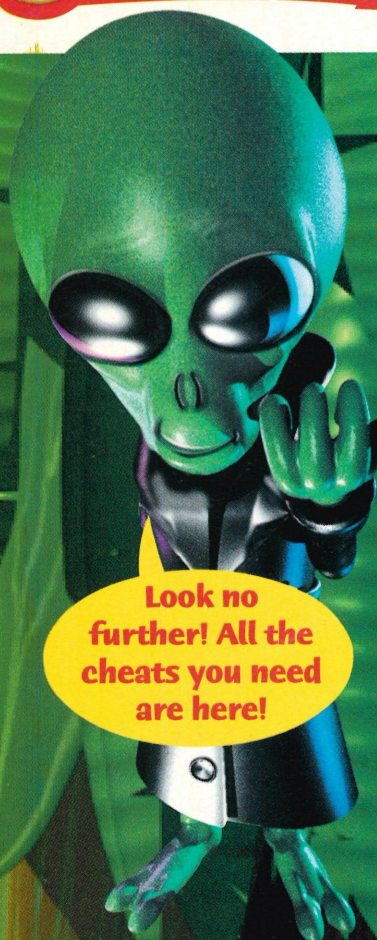
"Smack, bang, duck and dive! I love pounding the whatsit out of some poor opponent on *Ready 2 Rumble Boxing*. Love all the characters and I can kick anybody's behind. Come on then, you horrible lot! Give me more, more, more!"

**98%**  
**Simon Hayter, Reading**

Includes free 64 page  
**Turok: Rage Wars**  
guide book.



# CHEATZONE The Cheat



Look no further! All the cheats you need are here!

## Tip-X Helpline

Post your tips, tricks or questions to Tip-X, N64 Pro, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. The best tipsters will get a free PRO Crew membership!

### Where's that button?



## Winback 64

**COVER YOUR 'BACK' AND 'WIN' WITH THESE CHEATS!**

### MORE MULTIPLAYER CHARACTERS

Instead of trying to play through the game to get the character, at the Press Start screen on the main menu, simply press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, C Up and Start.

### FLAME THROWER

To use the flame thrower for multiplayer play, select Thunder as your character then, in-game, raise your weapon and press Reload to fire the flame thrower.

### SUDDEN DEATH MODE

Finish the game on the hardest difficulty setting to open up Sudden Death mode in the menu. Every time you shoot someone, they'll die with one shot.

### LEVEL SELECT

Select any of the levels to play by entering this code at the Press Start screen: Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold C-Down and press Start

### INFINITE AMMO

Finish the Game on the normal difficulty setting and a Max Power option will open up in the menu. Use this to give yourself infinite ammo on all guns.



## Battletanx: Global Assault

MAKE YOUR TANK BATTLES EVEN BETTER WITH THESE CHEATS.

### SPECIAL WEAPON POWER-UPS

Collect 15 of most of the items in the game and then, when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example, with the flame-thrower you will fire three flames at the same time.

### ALL WEAPONS

Go to the Code Entry screen from the main menu and type in RCKTSRDGLR to give your tanks all the weapons.

### BOAT ASSAULT BONUS LEVEL

Complete the Campaign mode to unlock this level which will let you drive around in a gunboat on the water. Alternatively, if you're having a tough time, enter WRDRB on the Code Entry screen to unlock the level.



### BRANDON'S GANG

Go to the Code Entry screen and enter NNKNHCKS as a code to unlock this gang for multiplayer play.

### CUSTOM GANG

At the Code Entry screen, type in TRDDYBRRKS to unlock the Custom One gang for multiplayer play.

### INVULNERABILITY

Go to the Code Entry screen and enter HPPYHPY to make all your tanks invulnerable.

### LEVEL SELECT

Enter 80DYS as a code to unlock all the levels on the two map screens ready for play.

## Turok: Rage Wars

### CHEAT MENU

At the main menu, press Z to access the Cheat menu. The cheats that are available depend on how many kills you have racked up. To get all the cheats easily, get 500 career kills or above then copy that player onto three other slave slots to unlock them.

### HIDDEN CHARACTERS

To unlock the boss characters from the one-player game for multiplayer play, complete the following trials:

#### BASTILLE

Complete Raptor, Mantid and Guardian trials.

#### SYRA

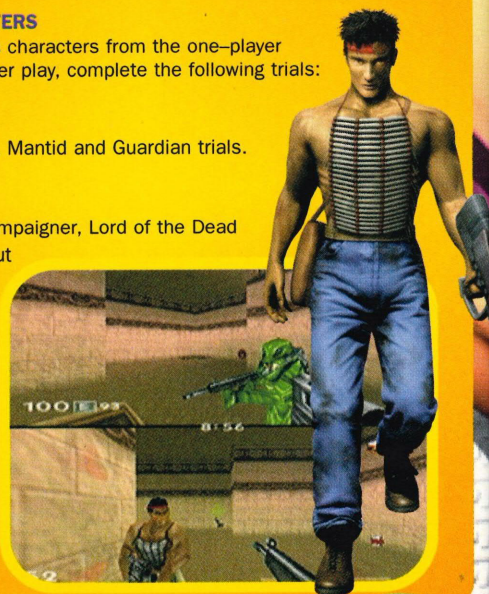
Complete Campaigner, Lord of the Dead and Juggernaut trials.

#### SYMBIONT

Complete Fireborn, Mantid Mite and Oblivian Spawn trials

#### TAL' SET

Complete Mantid Soldiers trial.



LIVE! Tip-X's CheatZone 09064 664402



# s are Out There



## Monster Truck Madness

USE THESE CODES TO ACCESS THE SECRET TRACKS AND TO ALTER THE APPEARANCE OF YOUR MONSTER TRUCKS.

### JET PACK

On the main menu, press L, R and all C buttons then Start to get a constant jet-pack.

### LOW-RIDER TRUCKS

On the Password Entry screen, type YRDR for a low-rider.

### TURBO

On the Password Entry screen type CFFNYN to get a turbo.

### UNLIMITED AMMO

On the Password Entry screen, type Y-WNT-T for unlimited missiles.

### AZTEC TRACK

Complete the easy difficulty setting.

### ALPINE TRACK

Complete the medium difficulty setting.

### DEATH TRACK

Complete the hard difficulty setting.



## Knockout Kings 2000

USE THESE SUPER CODES AND HINTS TO HELP DELIVER THE KNOCKOUT BLOW. DUCK, DIVE AND LAY THEM OUT WITH A BIG LEFT HOOK!

### BIG BOXERS

On the Pause screen, press C-Up, C-Down, C-Up, C-Up to make your boxer bigger.

### BIG GLOVES

On the Pause screen, press C-Up, C-Down, C-Up, C-Up, C-Down to give your boxer bigger gloves.

### BIG HEAD

On the Pause screen, press C-Left, C-Right, C-Left, C-Left, C-Right to give your boxer a big head.

### HINTS

#### TRAINING POINTS

Select Muhammad Ali, then after every bout, head to the training facility. Stand next to the trainer and keep pressing C-Up to get a quick 30 points.

#### SUPER PUNCH

Wait until the glove in the top corner is flashing, then press A, B and R and a direction to deliver a Monster Punch.

#### REGAIN HEALTH

When fighting, back away from your opponent and tap Z repeatedly to regain some of your health.



## Supercross 2000

### FREESTYLE TRICK LIST

Hold down C-Down in mid air and move the joystick in the following directions to pull off the stunt. Pull off all 17 tricks in one round to get a bonus 1000 points.

No Hander	Up
No Footer	Down
Nac-Nac	Left
Pancake Whip	Right
Rear Fender Grab	Up, Down
Vertical Fender Grab	Down, Up
Side Heel Click	Right, Left
Banzai	Left, Right
Superman	Left, Down, Right

Bar Hop  
Saran Wrap  
Cliffhanger

Heel Click  
Nothing  
Cordova  
Can-Can  
Superman Fender Grab Up, Left, Down

### NO RIDERS

At the Event Selection screen, tap the C-Up button to bring up a Code Entry screen then enter NOR1D3RS to make everyone invisible.

THE OPPOSITION ARE GOING TO BE PICKING GRAVEL OUT OF THEIR SCABBY KNEES FOR WEEKS AFTER YOU USE THESE CHEATS!

Up, Left, Up  
Up, Right, Down  
Right, Down, Left  
Down, Left, Up  
Right, Up, Left  
Left, Up, Right  
Down, Right, Up  
Down, Left, Down

### SHEEP RACE

Bring up the Code Entry box again from the Event Selection screen with C-Up. Enter MUTTON as a code to race with sheep.



**LIVE! Tip-X's Cheat Zone 09064 664402**

Operating hours: 7 days a week from 8 am till 11pm ● Calls cost £1.50 per minute at all times ● Call charges will appear on your standard telephone bill ● Callers must seek permission from the person paying the bill before calling ● Live line! No recording!



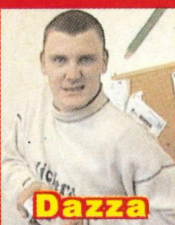


# the boyz with the toyz

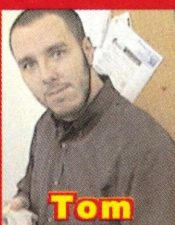
the official Dreamcast dealers  
and fanatical Dreamcast gamers



**Aaron**



**Dazza**



**Tom**



**Liam**

## Ever wondered why people sell you games that turn out to be crap?

If so, these lads could be your saviours..  
the boys from Wilrons Ltd Reveal all..

### So what's it all about?

Basically, when buying games from larger companies in this market, there's no point in asking for their advice on games because they just don't know anything about them until they read the back cover. *(which by the way does happen every time I ask about a game in a shop)*. These people are here for one reason only, SELL SELL SELL.

I mean, you don't dial 123 and ask the speaking clock to explain Quantum Physics.

When spending your hard earned cash, you want to know that when you get home, your game is going to be worth every penny.. and that's where we can help.

**OK.. if I were to call and ask whether I would enjoy a certain game or not you can offer me better advice than I'm already receiving?**

YES! that's the whole point of us being here.. all of our staff are devoted gamers and we all like different genres so between us we always play these games. After asking you a few questions about the type of games you enjoy, we can suggest the suitable games for you to buy and if we think a game is crap, we will tell you. We could also help you out of awkward levels and offer other tips to help with little problems.

### So do you charge more for all these extras?

No, our prices are very competitive. But our service doesn't end with a sale..that's where it begins. Once you have made a purchase, you become a 'friend' of Wilrons and we believe in taking care of our friends. We will keep you up-to-date with new releases, special offers, information and we will even phone you time to time to check how you are getting on with your games & products..

**Right, I want five games for my Dreamcast....how much friend?** ha ha

(laughs) - Well, I'd advise you to look at our 'friends options'..

Option One is five games for £165 to your door or

Option Two is three games for £105 to your door.

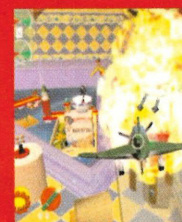
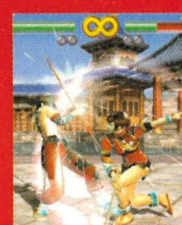
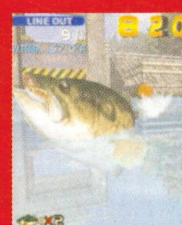
with those you do make very noticeable savings.

**Actually, joking aside Dazza.. I will take five games.....**

(laughs) - Sure, you know the number. 020 7237 3342.

**We have a Dreamcast bundle to give away**  
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calls cost £1 per min at all times  
you must have permission of the bill payer



**Wilrons sell games separately for £34.99**  
**020 7237 3342**  
Credit cards welcome  
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**See Wilrons ads within this magazine**

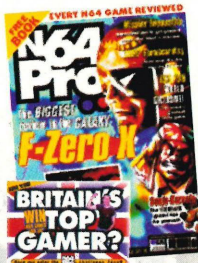
**They sell games separately for £34.99 to your door. - when possible, they promise 48 hr delivery.**  
**In their office, the Dreamcast is on all day. - All four have a combined age of 95.**  
**Dazza & Liam frequently have frantic UEFA Striker battles. (Dazza is current champ)**



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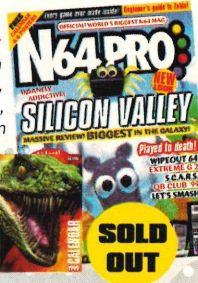
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**Cover:** F-Zero X  
**Inside:** F-Zero X, Mission: Impossible, 1080° Snowboarding, ISS '98, Dezaemon 3D, Star Soldier, Castlevania 3D and Part 1 Banjo guide  
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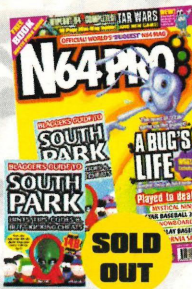
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1999 calendar, filled with the cream of N64 games for months of drooling



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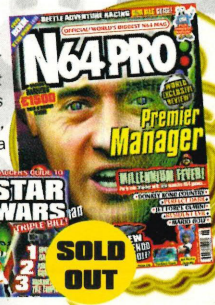


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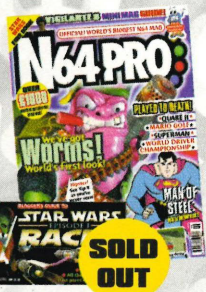


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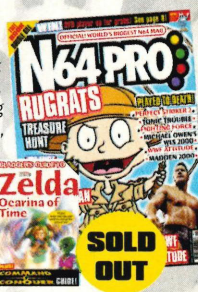
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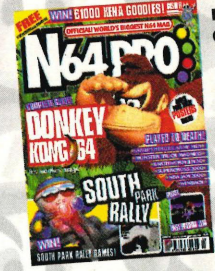
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**Cover:** Resident Evil 2  
**Inside:** WWF 2000, Super Smash Brothers, Gauntlet Legends, Destruction Derby, Hybrid Heaven, WCW Mayhem, Lego Racers, Paperboy, Carmageddon  
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**Issue 30** January  
**Cover:** Donkey Kong 64  
**Inside:** South Park Rally, Sarge's Heroes: Army Men, Monster Truck Madness, Earthworm Jim 3D, Supercross 2000, NBA Jam 2000, Winback



**Issue 31** February  
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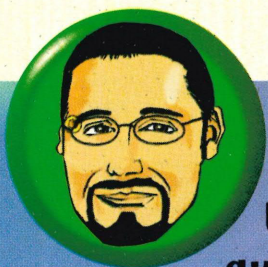
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# YOU REC

## Real letters from



The mail bag has been absolutely brimming this month with plenty of questions on the Dolphin and Game Boy Advance. Once again, Buffy is featured, but then she is the top telly babe at the moment!

### Ch, ch, changes!

I've never had anything bad to write about your superior magazine, as it's always been top for quality, honesty, humour and so on. For the most part it still is but it seems that, with your move to Bournemouth, it's slipped a little. I have total faith you'll get reorganised and give us the mag back at its best. Anyway, here are a few pointers (to help make a great mag fantastic – not to moan or complain):

1. Make the comment box at the end of reviews big again, including a reader review. I hate it crammed in the corner.
2. Possibly increase the pages of readers' letters.
3. Proper preview sections – the news section is tops but it'd be nice to look at



upcoming games in more detail.  
 4. Do something different with the reviews occasionally, for extra good games. It was a long way back, but Steve's review on *1080 Snowboarding* was brilliant. Something like this would have worked wonders for the *Donkey Kong 64* or *Jet Force Gemini* reviews.  
 5. Introduce some features to your magazine. You used to and it meant there was something different each issue. Again a while back but the 'Last Man Stands' feature shows what I mean – I thought it was absolutely hilarious!

Anyway, I'm sure you'll keep up your excellent work. I don't mean to have been so negative – heck, I've every single issue and am still happy to buy your mag.

Zak Leavold, Lowestoft

**N64 PRO:** Thanks for writing in Zak. Relax and allow me to ease your troubled mind:

1. Out of all your comments this is the only one we can't change. Honestly, we liked the bigger box but so many games are coming out that we need to have one page reviews for the less important ones. The big box just looked ridiculous on a one page review and it would be too complicated and unfair to have two different styles of score box. Sorry, but it's best all round if we stick with the smaller box. The only thing that's missing is the reader review which was becoming impossible to run and less relevant now that readers are sending in hundreds of reviews for the 'Reader Reviews' section. It

just made more sense to have people voicing their opinion in full rather than crammed into two lines of text. You can still have your say on any game and to make things quicker, you can now email us your reviews!

2. Already done matey! The letters page went up to four pages last month. Enjoy!  
 3. You'll notice that the *Perfect Dark* preview was more in-depth than the news. We intend to keep doing this for the big games and cover smaller ones in the news.  
 4. Point well made. We liked those 'off the wall' reviews too and will put our thinking caps on for the newer games. Obviously we want to do something special for *Perfect Dark*! It's a fine balance though because we need to make sure that the review doesn't stray too far from the point (you need to know what the game's like after all).

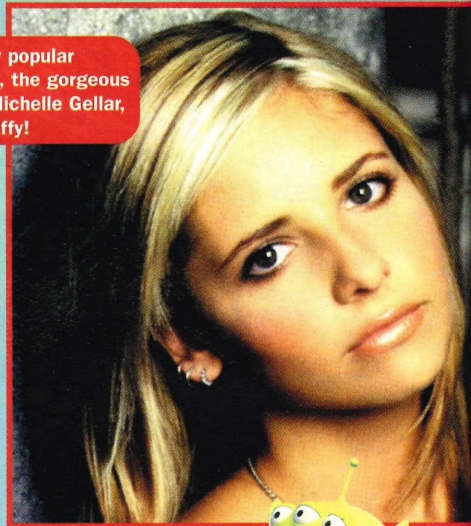
5. Last month we had a Superbowl feature and the month before that was the Millennium Special. We only stopped doing features over Christmas because there were so many games in for review we just didn't have enough space.

### Pose away!

Hi all you guys and gals at N64 PRO. I would like, if I may, to pose a few questions.

1. Is the 64DD coming out here at all?
2. Will *Pokémon Silver* and *Gold* be full colour?

Back by popular demand, the gorgeous Sarah Michelle Gellar, alias Buffy!

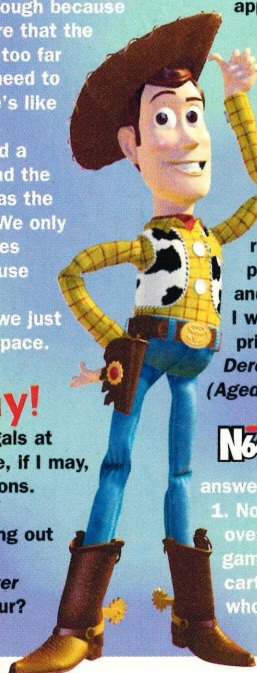


3. Can you tell me about Rare's secret project?
4. Will *ISS Millennium* be any good? (comparisons might help)
5. Will *Toy Story 2* be better than the original?
6. When will the Dolphin be appearing? (I know it will only be an approximate date.)

I think Nintendo Park is a great addition. I can't believe that Ewan Heneghan called Pikachu the Devil – he looks so cute. You gave *South Park* 64 92%, then dropped it to 82% – keep going, more like 2% ha, ha. I have never played so much rubbish in my life. Will you please review *Pokémon Silver* and *Gold* in the future? I would really love it if you could print a picture of Buffy.  
 Derek Johnston, Aberdeen  
 (Aged 12)

**N64 PRO:** Alright Derek. No problem! Here's the answers to all life's questions!

1. No – the DD is officially dead over here. Most of the 64DD games are coming out on cartridge over here though, so who gives a monkeys (not me



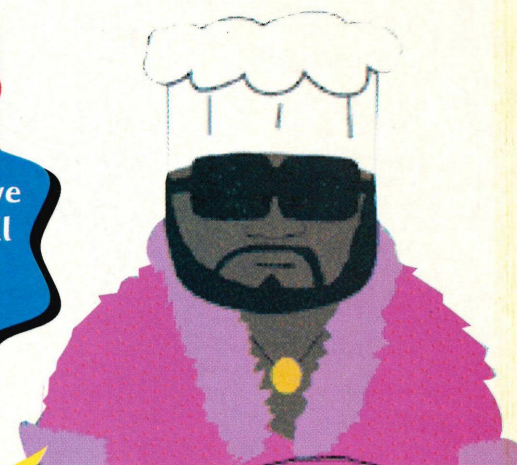


# KON?

## Real gamers

**WIN!**

The best letter we receive each month will win a top new game from Acclaim!



Hello children! My sack is overflowing with... LETTERS!

**Acclaim**

that's for sure!) We are trying to obtain a 64DD at the moment and will then be able to tell you more about it!

2. Yes. Check out the Game Boy Nation section to get the full lowdown on *Silver* and *Gold*.

3. Rare's secret game remains a secret! We're playing a good gambling game around here though. Hot favourites are *Killer Instinct 3-D* (five to one), a *Gran Turismo* look-alike (three to one odds on favourite), *Blast Corps 2* (six to

one), *Mickey Mouse* – the platform game (seven to one) or a *Zelda*-esque RPG set in prehistoric times called *Dino Planet* (five to one, you heard it here first if it turns out to be true!) If you want the latest wild rumour then they've apparently got permission from Nintendo to make *Mario 64 2* (twenty to one)

4. Every *ISS* game on the N64 instantly becomes the best football game ever. *Millennium* will be *ISS '98* but a bit better in every way. What more could you want?

5. *Toy Story 2* – the film, you mean? We hope it's better than the first! The special effects are supposed to be better. It still isn't out as I'm writing this so we can't say. Looks good though, especially the human faces which look mint.

6. That's the final question on *Who Wants To Be A Millionaire!* Recently, at the Nuremberg Toy Fair, Nintendo confirmed that the Dolphin would be out in Europe by Christmas 2000. The company

**THE PRO CREW**

**LETTER of the MONTH**

### Advanced

Hi gang! I love your magazine and have a few questions about Game Boy Advance. Is this a true to life piece of kit or what? Rumours run riot around these parts and I've heard, by care of my trusty spying pigeon, that you can do many cool things with it.

My bird of stealth tells me that you can go on the Internet with it. Is this true? What games will be out on it? And how much will it cost? Please, please, please answer my questions and print my letter, or I will be forced to send out my armour-plated Attack Haddock!

Paul Magan, Cambridge

### N64 PRO:

Paul, thanks for writing in. Game Boy Advance is going to be real hot stuff and may be available before the end of the year. You will be able to access the Internet from this handy little machine as well as sending and receiving emails and playing online games. There are no confirmed titles at the moment, but rumour pigeons have hinted that the N64 version of *Yoshi's Story* will be converted to the Advance. This little baby's got power! With regards to price, there is very little information at present but we believe the unit will cost under £100. No need to send your Attack Haddock, you made us laugh and your game's in the post!

**66 The Dolphin is on schedule, but then delays are always bound to happen! 99**

one), *Mickey Mouse* – the platform game (seven to one) or a *Zelda*-esque RPG set in prehistoric times called *Dino Planet* (five to one, you heard it here first if it turns out to be true!) If you want the latest wild rumour then they've apparently got permission from Nintendo to make *Mario 64 2* (twenty to one)

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### Big blag!

How you dudes doing? I have several questions to ask so I'll write a letter with question numbers at the side.

1. Why oh why do they keep making boring cartoons of a good game like *Pokémon*? The animators can't even be bothered to animate TEETH!
2. Why does the Dreamcast get to have *Half-Life* and the N64 doesn't?
3. Where are the cheapest games in Britain? (I need cheap games!)
4. When is *South Park Rally* ever going to be released?
5. Is it true that a couple of shops have said they're going to stop stocking N64 merchandise?
6. I feel the Game Boy Nation section is intruding, tell it to get the hell outta here!

Oh yeah, your mag's Barry Bongo, me lad!

PS. This is a desperate attempt at trying to get a free game.

Louis Paxton

### N64 PRO:

Louis, desperate pleas do not, unfortunately, result in the giving of prizes and neither does hailing our magazine as the greatest on Earth. We will, however, happily answer your questions.

1. The *Pokémon* cartoon was created in Japan and has been adapted for UK TV by our American friends. The cartoon is a little boring but it features all the monsters and has contributed to making *Pokémon* the biggest selling Game Boy game of all time!
2. At this moment in time you cannot



**N64 PRO**



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Lanky, have  
 you heard about  
 what's happening to  
 our favourite  
 magazine?

play *Half-Life* on a Dreamcast but it is in development and will be available after the summer. An N64 version of this game is just not possible as the N64 has only got a 64 bit processor, but a Dolphin version would be a definite possibility.

3. Try Slammer.com for cheaper games or scour your local EB for second-hand copies. New games are expensive to produce so the RRP will not drop dramatically.

4. *South Park Rally* will be available soon. At the moment 31 March is its release date!

5. A few of the high street stores have given less shelf space in their stores to N64 products to make way for Sega machines. No official notice has been made that stores will stop selling them altogether.

6. Some people dislike the Game Boy but there are 80 million Game Boy owners worldwide and loads of interesting games! You should take the time to try the portable Nintendo console, especially on long journeys in a car or an aeroplane. We wouldn't be without ours! PS No game for you this time, me lad!

graphics. They have told me that PlayStation2 has a 6000Mhz processor! So I showed them the Millennium Special featured in your Christmas Edition and my friends remain convinced that PlayStation2 will have better graphics. Anyway, on to my questions.

1. How can I convince my friends that the Dolphin is better?

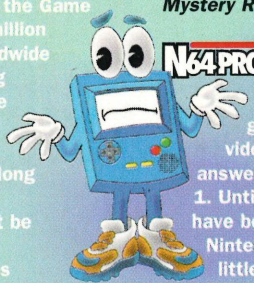
2. On *Banjo Kazooie*, how do you get pebbles into the leaky bucket?

3. Could you give me tips on how to earn money because I only have five games which I don't like anymore?

4. Will *Pokémon Stadium* be better than *Donkey Kong 64*?

5. My birthday is in September – should I buy *Donkey Kong 64*?

6. Can you put some *Smash Brothers* posters in the next mag? **Mystery Reader**



**N64 PRO:** You have some strange friends, mystery reader, who obviously have not got a clue about videogames. We will try to answer all your questions for you.

1. Until more announcements have been made on the new Nintendo console, there is very little to help your argument. To put your friends straight, the PlayStation2 will have a 128 bit 300Mhz processor inside which is less powerful than the Dolphin – although power isn't everything. More important than consoles, though, are the games that you will play on them and both companies have some good-looking titles in development. In the past, making games for Nintendo consoles has been expensive, which is why some companies do not make games for the N64. In the future, both Sony and Nintendo games will be produced on DVD-Roms, making it easier for third-party publishers to make games for both systems. The difference will then come down to Sony games versus Nintendo games and we all know that Nintendo has always made the very best games!

2. Stand next to Leaky and fire eggs from your backside into the bucket.

Score three hits to patch up the hole and empty the water from the sandpit.

3. Some shops like EB will offer you money to trade in your old games. Otherwise, work is the only way we have found to make a few pennies.

4. *Pokémon Stadium* is an excellent game offering 3-D Pokémon battles and Game Boy connectivity. *Donkey Kong 64* is the best platform game available on the N64 at the moment.

5. Why wait until September – *Perfect Dark* might be out by then! 6. Unfortunately, there is very little *Smash Brothers* artwork so we've included a couple of posters offering a sneaky look at *Mario Party 2*.



**N64 PRO:** Thank you, Stephen, for agreeing with us. Your question on the Dolphin and DVD compatibility is a great talking point at the moment. The unit will play DVD games but at this moment in time will not include a playback feature for watching movies.

Nintendo has said, "The unit will not play DVD movies or audio CDs but will play the very best games at the cheapest possible price." The PlayStation2 allows users to watch DVD movies but does not grant them access to special features or the interactive menus. As announcements have not yet been made about the Dolphin, it is possible that DVD movie playback will be included with the Dolphin, but it is more likely that an add-on will be available to make the machine play movies as well as games.

Your observations about lack of

## A big fan

After reading the February 2000 issue, I wholeheartedly agree with you – that fan heater did look like the 100 percent pants 'GreyStation2'. Why would anyone want to have something that resembled a heater in their room (and if they did, why not save £150 and buy the heater?)

Is the Dolphin going to have DVD with it? I have heard rumours that it doesn't. Please tell me it isn't true! I think the Dolphin should have a DVD player, four-player capacity (with multi-tap available for up to 16 players) and Internet access. This would make it the ultimate console for the new Millennium!

What is happening to the N64? Only a few good games seem to be available (don't get me wrong – I love the N64!) I went into Game and there are only two shelves of games (GreyStation had seven!) whilst in EB, the N64 has been relegated to a shelf unit in the middle of the floor. And I heard only 12 games will be released this year! Help! **Stephen Gage, London**

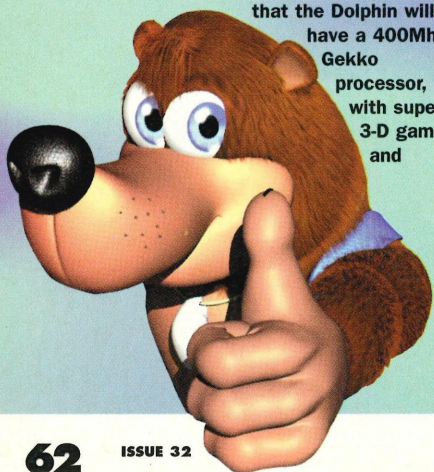
**“The PlayStation 2 will play DVDs but you can't use the menus!”**

shelf space dedicated to N64 is correct and most stores have reduced the amount of space allocated to N64. Some space has been given to Sega Dreamcast and the other shelf space has made more room for Game Boy Color, which is having its biggest year ever! There are plenty of N64 games coming out this year including the massive *Perfect Dark*, *Zelda Mask Of Majula* and *Banjo Toole*. Towards the end of the year, Nintendo is planning to launch the Dolphin so less N64 games will be available but there are plenty of big games to keep you happy up until Christmas.

## Which is better?

You know, there's something that really bugs me! The people in my class think that PlayStation2 is better than the Dolphin. I told them

that the Dolphin will have a 400Mhz Gekko processor, with superb 3-D games and







## Picture peril

I sent a picture of myself with my Lava Lamp which I won in your *Rat Attack* competition. The picture of me was lovely but my name is not James Jennings, it's Roy Parton. I hope you will print it again with the right name as I would like to keep the magazine.

Roy Parton

**N64PRO:** Thanks for writing in Roy. We're sorry for printing the wrong name and can hopefully make amends by putting your picture in again!

## No loading

After I read issue #31 when Alex Johnson from Surrey wrote in about how bad the N64 is, I thought I should write in to disagree! The N64 is 100 times better than the 'Phoney GreyStation'. My reasons for saying this are that

Roy Parton!



the N64 doesn't take too long to load games and has the 64DD, even if it is only actually available in Japan. This, in my opinion, makes the system better than the 'Phoney GreyStation'.

Gary McFarlane, Glasgow

**N64PRO:** We couldn't agree with you more Gary. The N64 is definitely the system of choice if you want to play the very best videogames. You won't ever see *GoldenEye* on any other console!

## Opinion

Hi! I know you like to hear reader's thoughts on your mag so I thought I'd voice my opinion! I first picked up N64 Pro about a year ago and really liked it. The layout was great with reviews and previews and I liked Scoop and how you picked on Noely and so on, but recently the mag's gone really downhill!

Since you moved location and got rid of about half the staff it's not as easy to pick up and the reviews are now summarised at the end in tiny boxes, unlike the big ones you used to have that told you everything you needed to know! Well I'm glad I got that off my chest! On a completely different subject, will *Perfect Dark* have any sort of sniper rifle (other than the farsight)? Thanks a lot, Martin Brown, 15

**N64PRO:** Thanks for giving us your opinion Martin. Unfortunately, the magazine has had to go through some changes and with there being less pages inside, we had to squeeze in as much information as possible on the pages remaining. This has meant that the reviews box has become slightly smaller, giving us chance to review and preview more great games inside each mag! We still aim to bring you the very best information on N64 and Game Boy games and also keep you in touch with the latest news on forthcoming Nintendo consoles.

There will be 40 different weapons available in *Perfect Dark* and, yes,

you will be able to use the Sniper Rifle as well as the Farsight!

## Nintendo v Sony

I don't know why everybody thinks that the PS2 will be better than the Dolphin when Nintendo's new console will be much quicker and have better games. Sony has just rushed it and Nintendo is taking its time to make it the console of the Millennium. I mean, Sony can't even be bothered to think of a new name for it, they thought, "Let's just call it PlayStation2!"

The new Game Boy Advance will be brilliant, with 32 bit processor and colour printer and camera. I mean how advanced is that? I reckon Nintendo will beat Sony by miles, so good luck Nintendo. The Dolphin will be cheaper than PS2 and I think Sony are being greedy by selling the PS2 for about £400.

Sam Jones, Warwickshire

**66 Game Boy Advance will be cool, with email, Internet and online games! 99**

**N64PRO:** We agree, Sam. Nintendo might be a little slow at letting information slip out, but it knows that by waiting for others to make mistakes, it can produce once again the best games console on Earth. We certainly won't be buying a PS2.

## I got mew babe

I think that *Rainbow Six* looks great! I have it for the PC and it looks just as good. I have a little moan as you said, "Mew is not in the English Pokémon game," but it is! My friend looked on the Net and found a cheat.

Our 'PlayStation2' picture is back by popular demand!



He used his action replay card and UP CAME MEW! Please print a picture of Cordilia from *Buffy*. Ben Barber

**N64PRO:** Ben, thanks for your letter. It is very true that Mew is in the UK *Pokémon* game, as the code is no different from the version that is played over the pond in the United States. Mew is a very very rare Pokémon who you will be unable to catch without the Master Ball.

As for a picture of Cordilia, we just haven't the room this month, will Buffy on the previous page do?

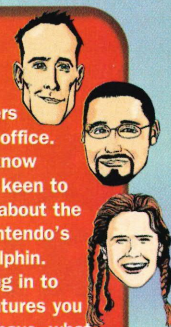
## Keep 'em coming!

We love getting letters here at the N64 Pro office. It's always good to know your opinions! We're keen to hear what you think about the news surrounding Nintendo's next console, the Dolphin.

Please keep writing in to let us know what features you want the Dolphin to have, what you think it will look like (best picture wins a prize) and most importantly, tell us what games you'd like to see on Nintendo's PlayStation2 killer! You can email us too if you fancy at:

mark@paragon.co.uk  
russ@paragon.co.uk  
nerys@paragon.co.uk

So what are you waiting for? Please note; Your letters may be edited.





# SWAPSHOP

With a few more months to wait before *Perfect Dark* arrives, you may want to sell or swap your old carts to find something to do in the mean time. Swap Shop is the best place to find bargain games, and you can give shouts to your mates too!

## Wanted

The most sought after games...



Donkey Kong 64

Hey! You're not going to get a second hand copy of this game for a while!

## Not wanted

What people are getting shot of...



Zelda

Have you finished with poor old Link yet?

★ Will swap *Mario Kart* for any decent game. Must be in Ireland. Will swap *Fif '98* plus *Mario Kart* for *Rainbow Six*. Wanted: Expansion pak plus 8mb memory card. David Sweeney, 5 Rockwell Close, Tralee, Co. Kerry, Ireland.

★ I wanna swap *ISS 64* or *Diddy Kong Racing* for either *WCW Revenge*, *WWF Attitude*, *Snowboard Kids*, *GoldenEye* or *Wave Race*. Call and ask for Shane (0182) 240362 in West Mosey, Surrey.

★ I'll swap *Beetle Adventure Racing* for *Mario Party* or *GoldenEye* or sell for £27. Call after 6pm weekdays. Richard Woolley, Penarth, Wales. (01222) 701098.

★ I will swap my *Premier Manager 64* for *Glover*, *Holy Magic Century* or *Rainbow Six*. Must have box and instructions because mine does. Crispin Oliver Altrincham, Cheshire. (0161) 941 5028.

★ I will swap *Rogue Squadron* for *DK 64*, *Mario Party*, *Turok 2* or sell for £30 and swap *Mario 64* for *F1 WGP* or sell for £25. Only *Mario 64* with leaflet. Adam Chong, Worsley, Manchester. (0161) 702 0637.

★ I will swap my *Super Mario 64* and *WWF Warzone* for your *WWF Wrestlemania 2000*. I also have an expansion pak for £5. Call me on (01189) 483611, from Rob, in Reading, Berkshire.

★ Will sell *South Park 64* for £20, *Yoshi's Story* for £15, *F1 Pole Position* for £10, *Blast*

*Corps* for £15 and *Lylat Wars* for £15. Please? Andrew Goiver, Chard, Somerset. (01460) 68358.

★ I will sell *Quake* for £15 or swap for *1080 Snowboarding* or *GoldenEye*. Must be boxed with instructions. Mine is. Julian Scott, Rathfinland, Co. Down. (01820) 630474.

★ I will swap my *Extreme G* boxed or *Turok* for any decent games, especially wrestling games. Call David in Grimsby on (01472) 350769.

★ I will swap *Warzone*, *1080*, *Duke Nukem*, *Doom*, *Scars*, *Vigilante 8* for *Wrestlemania 2000*, *Virtual Pool*, *Worms Armageddon* or any good game. Ring Michael in Potter's Bar, Herts on (01707) 660875 after 4pm. Please contact me, I'm desperate!

★ I will swap *Tetrisphere* for *Quake* or *South Park*, or I will sell for £15. Mine is boxed with instructions. Chris Kerr, Norwich. (01603) 313 3586.

★ I am selling my very good cheat cartridge for £22.50. Phone Chris on (01365) 326050. Phone weekdays. No box or instruction - sorry! Hurry up and get dialling! Enniskillen, Co Fermanagh BT74 7LN.

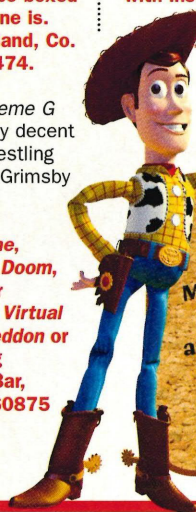
★ I will swap *Mario Kart 64* or *Mario Party* for *WWF Warzone* or *Fifa '99*. Ask for Jack and say it is about the N64 game. Go on! Jack Davies, Gillingham, Kent. (01634) 301925.

★ Hi! I will swap *V-rally 99 Edition* or *Yoshi's Story* for *Mario Party*. Mine is boxed with instructions. Not bothered about instructions for *Mario Party*. Call James, near Doncaster, on (01427) 873962.

★ I'll swap *1080 Snowboarding* with instructions (sorry, no box) for *WWF Attitude*, *Mario Party*, *South Park* or *Star Wars Racer*. Instructions needed, don't mind about box. Phone (01252) 662372 Jason Murray, Farnborough, Hampshire.

★ Hi! I will swap *Mario Kart* for *Lylat Wars* or *Smash Brothers* and swap *ISS 64* for *Diddy Kong Racing* or *Mario Party*. Ring for more information. Adam Chong, Worsley, Manchester. (0161) 702 0637.

★ Game Boy, including *Mario*, *Taz*, *Star Wars*, and *Tetris* plus magnifier and batteries. Will sell for £50 ONO, swap for pocket Game Boy. Call Richard on 01200 562078. Aren't you tempted? Richard Penne, Colchester, Essex.



To Paula, Northern bird! Missing your Steps dance! Hope you and your tummy are doing well. Come South soon! The Cher fanclub, Bournemouth

Shout to Ollie I from issue 30. Who thinks Toy Story is the biggest plop around? Oh yeah, and hi all! Someone write back through Shout Out. And Webb - grow up!

Got a fanzine? Send us a copy with the form to go In Shout Out.

# SWAPSHOP SHOUTOUT

Send to: Swap Shop, N64 Pro, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS

Please tick whether this is for Swap Shop ☐ or Shout Out ☐ Swap, sell or shout details (in no more than 30 words)


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☐ Other (please specify)

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Hurrah and huzzah! This month we had loads of entries with scores for the new games, *Jet Force Gemini* and *Donkey Kong*. See if you can do better than this little lot! Keep your entries pouring in and you'll be in the running for a THQ game next month!



## Jet Force Gemini

LEVELS	TRIBALS RESCUED	TIME	NAME
Dune	6	45:53	Jeemac, Ealing
Flume	6	4:15	Jeemac, Ealing
Bridge	12	54:38	Jeemac, Ealing
Castle	6	26:27	Jeemac, Ealing
Hold	7	11:23	Jeemac, Ealing
Depository	7	11:23	Jeemac, Ealing
Mizar's Palace	30	27:51	Neil Mapley, Lincs
Lobby	14	7:33	Neil Mapley, Lincs
Flume	6	10:35	Neil Mapley, Lincs
Chasm	10	9:42	Neil Mapley, Lincs
Eschebone	23	46:16	Neil Mapley, Lincs
Thorax	12	27:17	Neil Mapley, Lincs
Approach	6	7:15	Neil Mapley, Lincs
Cortex	5	11:44	Neil Mapley, Lincs
Walkway	6	16:22	Neil Mapley, Lincs
Peak	6	16:22	Neil Mapley, Lincs
Ichor	24	55:20	Neil Mapley, Lincs
Military Base	16	40:54	Neil Mapley, Lincs
Perimeter	8	14:26	Neil Mapley, Lincs
Tawfret	28	34:36	Neil Mapley, Lincs
Bog	10	6:58	Neil Mapley, Lincs
Bridge	12	16:40	Neil Mapley, Lincs
Castle	6	10:75	Neil Mapley, Lincs
Sekhmet	15	28:15	Neil Mapley, Lincs
Battle Cruiser	15	28:15	Neil Mapley, Lincs
Curulean	8	10:35	Neil Mapley, Lincs
Dune	8	10:35	Neil Mapley, Lincs
SS Anusis	32	1:58:53	Neil Mapley, Lincs
Hold	10	1:04:45	Neil Mapley, Lincs
Passageway	8	47:4	Neil Mapley, Lincs
Depository	14	7:£	Neil Mapley, Lincs
Spawnship	15	21:8	Neil Mapley, Lincs
Troop Carrier	15	21:8	Neil Mapley, Lincs
Goldwood	42	1:33:50	Neil Mapley, Lincs
Outset	7	8:57	Neil Mapley, Lincs
Lodge	15	40:21	Neil Mapley, Lincs
Rim	11	29:6	Neil Mapley, Lincs
Interior	9	11:25	Neil Mapley, Lincs
Gem Quarry	5	18:52	Neil Mapley, Lincs
Landing	5	18:52	Neil Mapley, Lincs



## Donkey Kong 64

Rambi	188	James Hughes, Somerset
Rambi	184	Neil Mapley, Lincs
Rambi	176	Derek Cook, Beds
Enguarde	300	Derek Cook, Beds
Enguarde	245	James Hughes, Somerset
Enguarde	240	Neil Mapley, Lincs
DK Arcade	95000	Derek Cook, Beds
DK Arcade	58,000	James Hughes, Somerset
DK Arcade	28400	Neil Mapley, Lincs
Jet Pak	999255	Derek Cook, Beds
Jet Pak	697,435	James Hughes, Somerset



## Star Wars: Episode One Racer

### AMATEUR LEAGUE

Boonta Training Course	2:14:475	40:272	D. and J. Scott, Rathfailand
Tantooine	3:19:907	1:22.00	Victoria Peggs, Brighton
Vengeance	2:16.46	6:52.47	Victoria Peggs, Brighton
Space Mine Run	2:14.09	7:22.40	Victoria Peggs, Brighton
OVOVI	2:50.35	7:10.00	Victoria Peggs, Brighton
Mon Gazza Speedway	57:174	17:179	D and J Scott, Rathfailand
Beedo's Wild Run	4:03:636	1:18:860	D and J Scott, Rathfailand
Aquilius Classic	5:08:556	1:13:819	D and J Scott, Rathfailand
Malastare 100	4:7.85	1:17.53	Victoria Peggs, Brighton
Malastare 100	2:59:588	49:202	D and J Scott, Rathfailand
Vengeance	5:11:825	1:41:663	D and J Scott, Rathfailand
Vengeance	6:52.47	2:16.46	Victoria Peggs, Brighton
Spice Mine Run	6:20:988	2:06:009	D and J Scott, Rathfailand

### SEMI PRO LEAGUE

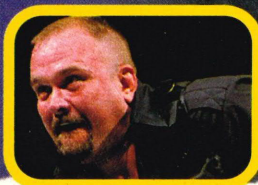
Sunken City	7:31:416	1:51:219	D and J Scott, Rathfailand
Howler Gorge	5:47:595	1:41:684	D and J Scott, Rathfailand
Dug Derby	2:34:176	44:449	D and J Scott, Rathfailand
Scrapper's Run	2:40:607	47:398	D and J Scott, Rathfailand
Zugga's Challenge	6:53:708	2:00:775	D and J Scott, Rathfailand
Baroo Coast	5:13:714	1:41:684	D and J Scott, Rathfailand
Bumpy Breaks	7:25:019	2:21:982	D and J Scott, Rathfailand

### GALACTIC LEAGUE

Executioner	5:10:465	1:39:240	D and J Scott, Rathfailand
Sebulba's Legacy	5:57:239	49:506	D and J Scott, Rathfailand
Grabvine Gateway	6:05:198	1:50:082	D and J Scott, Rathfailand
Andobi Mountain Run	5:29:448	1:44:858	D and J Scott, Rathfailand
Dethro's Revenge	2:50:745	53:678	D and J Scott, Rathfailand
Mountain Railway	7:00:685	2:17:037	D and J Scott, Rathfailand
The Boonta Classic	7:05:878	2:18:492	D and J Scott, Rathfailand

### INVITATIONAL LEAGUE

Ando Prime Centrum	3:41:425	1:09:661	D and J Scott, Rathfailand
Abyss	4:02:386	1:17:685	D and J Scott, Rathfailand
The Gauntlet	6:59:176	2:12:235	D and J Scott, Rathfailand
Inferno	3:51:608	1:09:243	D and J Scott, Rathfailand





**WIN!  
A THQ  
CART**

There have been a fantastic amount of entries for this month's issue - we reckon you guys must have been getting good at all the games you had for Christmas! The winner of the tremendous *Wrestlemania 2000* is... Mr Neil Mapley from Lincolnshire, who sent in a huge pile of scores for *JFG* and *DK64*!

**Attention gamers**  
You can win ANY THQ game cart, so get gaming and get your entries in now!

## Legend of Zelda: Ocarina of Time

### Horse Race

00:46 Danny Dunn, Lincolnshire  
00:46 David Wilkinson, Spennymoor  
00:46 Victoria Peggs, Brighton  
00:47 James Dransfield, Manchester  
00:47 Peter Hutchins, Cheshire  
00:47 Phillip Longhurst, Sudbury  
00:47 Gareth Moore  
00:47 Laurie Nicholas, Sheffield  
00:47 Martin Oliver, Watford  
00:47 Tom Reynolds, N Ireland  
00:47 James Firman, Merseyside  
00:47 Peter Tweedie, Woking  
00:59 Peter Biddle, Oxon

### Archery

2,000 Daniel Berry, Bolton  
2,000 Kanai Brand  
2,000 Chris Haynes, Wycombe  
2,000 James Kaplonek, Hants  
2,000 Ryan Lilley, Aberdeen  
2,000 Martin Oliver, Watford  
2,000 Tom Reynolds, N Ireland  
2,000 Peter Tweedie, Woking  
2,000 Jordan Widdowson, Middlesbrough  
2,000 David Wilkinson, Spennymoor  
1,670 George Spencer, S Wirral



**James Fireman**

### Marathon

01:02 Victoria Peggs, Brighton  
01:02 Phillip Longhurst, Sudbury  
01:03 Kanai Brand  
01:04 Derek Cook, Beds  
01:04 James Dransfield, Manchester  
01:04 Jan-Erik Spangberg, Sweden  
01:05 Tom Reynolds, N Ireland  
01:06 Jamie Shrimpton, Worcestershire  
01:07 Gavin Shepherd, Sheffield  
01:07 Kevin Seeney, Suffolk

### Fishing

34lbs Peter Biddle, Oxon  
33lbs Paul Adinolfi, London (Hyrule Loach)  
21lbs Paul Adinolfi, London  
20lbs Tony Pang, Orpington, Kent  
20lbs James Firman, Merseyside  
20lbs Mandeel Keeling, W Sussex



**Kanai Brand**



## Diddy Kong Racing

### Ancient Lake

00:57:66 Jeemac, Ealing

### Boulder Canyon

01:33:81 Danny Dunn, Lincolnshire

### Crescent Island

01:05:63 Stuart Richards, Surrey

### Darkmoon Caverns

01:42:60 Stuart Richards, Surrey

### Everfrost Peak

01:20:10 Stuart Richards, Surrey

### Fossil Canyon

01:27:01 Jeemac, Ealing

### Frosty Village

01:30:76 Jeemac, Ealing

### Greenwood Village

01:19:21 Kevin Seeney, Suffolk

### Haunted Wood

01:04:56 Jeemac, Ealing

### Hot Top Volcano

00:53:63 Stuart Richards, Surrey

### Jungle Falls

00:57:36 Jeemac, Ealing

### Pirate Lagoon

01:02:21 Jim Allen, London

### Snowball Valley

01:01:15 Jeemac, Ealing

### Spacedust Alley

01:24:26 Stuart Richards, Surrey

### Star City

01:25:55 Stuart Richards, Surrey

### Spaceport Alpha

01:23:11 Stuart Richards, Surrey

### Treasure Caves

00:59:06 Jeemac, Ealing

### Walrus Cove

01:59:00 Jeemac, Ealing

### Whale Bay

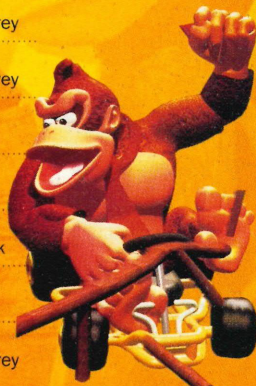
00:57:85 Stuart Richards, Surrey

### Windmill Plains

01:21:80 Stuart Richards, Surrey



**Jim Allen**



## Mario Kart 64

### Toad's Turnpike

01:56:23 Barry Drew, Wisbech

### Wario Stadium

00:20:95 Barry Drew, Wisbech

### Yoshi Valley

00:34:23 Barry Drew, Wisbech

### Koopa Troopa Beach

01:35:24 Jeemac, Ealing

### Rainbow Road

04:52:35 Barry Drew, Wisbech

### Moo Moo Farm

01:34:20 Barry Drew, Wisbech

### Banshee Boardwalk

02:12:18 Barry Drew, Wisbech

### Bowser's Castle

02:22:80 Barry Drew, Wisbech

### Mario Runway

01:14:62 Jeemac, Ealing



## How to enter...

Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of gaming gladiators - the sooner you send off your entry, the sooner your face'll appear in the mag!

Name

Address

### The Pro Arena

Game

Achievement

Game

Achievement

Game

Achievement

## We want your challenges!

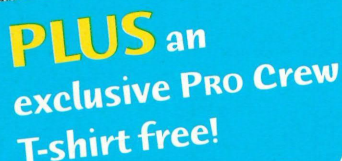
Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against the N64 Pro team and your fellow readers? Then send us your times!





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The Game Boy is growing faster than almost every other system and even more new games are being readied for release this year. We've got a special look at *Pokémon Gold and Silver* and also the new pocket racer *TGP 2*. Read on - you don't want to miss this!

Russ

## WHAT'S THE SCORE

### TOP STUFF!

If you see this happy little fella at the end of a review then you'll know that we absolutely love it. If you had any doubts about whether to buy the game or not then this tiny dude chucks 'em right out the window!



### NOT BOTHERED!

Hmm. We're not too sure we like a game that gets this character. Read carefully - maybe it only appeals to certain gamers, or maybe we've seen it too many times before! Think long and hard before buying one of these!



### WELL ROPEY!

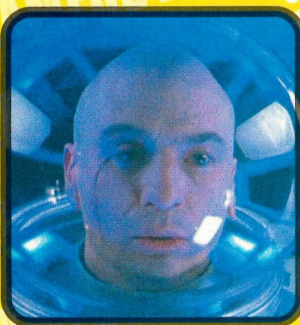
No! No! No! Bobbins. Not good enough. Poor. Dirt. Rubbish. Atrocious. Bollo... well, you get the picture! See this unhappy chappy standing at the bottom of a review and you'll know to leave your cash in the much friendlier home of your back pocket!



## NEWS

### Rockstar to bring Austin Powers to Game Boy - yeah baby!

Super spy and sex god Austin Powers is about to become a hero on the Game Boy Color. Not one, not two, but four new games involving the films' characters will be appearing later in the year. Austin Powers and Dr Evil will get their own games and the four titles will link together for some multiplayer madness and exchange of game data. Keep your eyes open for more information coming soon.

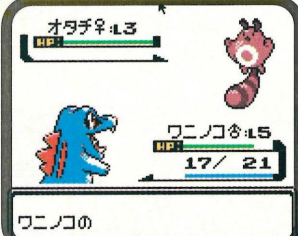
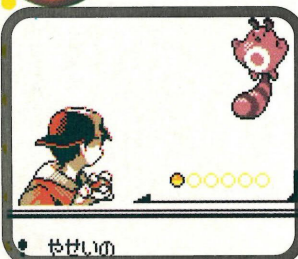


### Wacky Races from Infogrames

Some of you may not remember the Hanna Barbera show about the Wacky Races. The cartoon was great, with the evil Dastardly and Muttley forever setting traps to try and foil the other racers and to win the Wacky Race. The game is well thought out and will feature eight of the original racers including Penelope Pitstop and Yogi Bear. Each character has their own vehicle which will have special abilities and weapons and you'll have to smash, bash and outwit your opponents all the way to the finish line. Wait for more details coming soon.

## PREVIEW

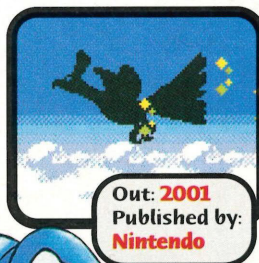
## Pokémon Gold and Silver



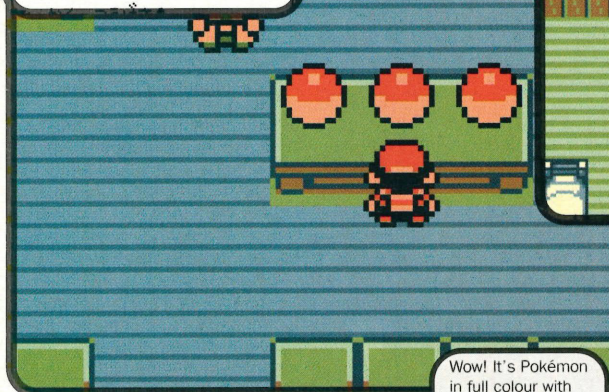
THE first full colour Pokémon game will be available in Japan towards the end of the year. There are over a hundred new breeds of Pokémon to capture, train and trade plus a whole range of Pokégear to help your monster training adventure. The first noticeable difference is right at the very beginning of the game, when you're asked to input the time before starting your crusade - the game is set in real-time and day changes to night according to how you programme your clock. This adds a whole new element to the game as some of the Pokémon

are nocturnal and will only appear at night.

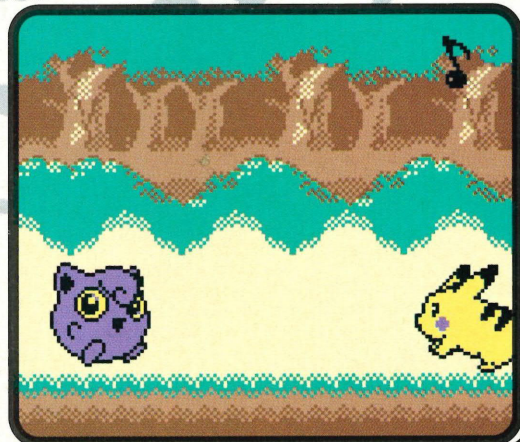
New Pokéballs are included to help capture some of the more elusive creatures and two new categories of Pokémon have also been included - Metal and Evil Pokémon. As in *Red* and *Blue*, you will be able to trade between the two cartridges and in fact, you'll have to if you really want to catch them all. You will also be able to trade with *Red* and *Blue* players but they will be unable to collect any of the new Pokémon. This game is sure to be massive but is unlikely it will reach these shores until some time in 2001.



Out: 2001  
Published by:  
Nintendo



Wow! It's Pokémon in full colour with loads of extra monsters to catch!







# TGP 2



**CAR SHOP**

START SALE

START RACE

YOUR POINTS 2000P

**CHAMPIONSHIP**

NEW

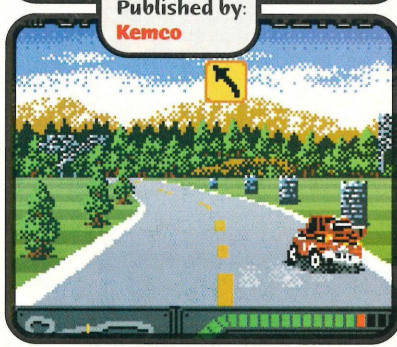
NEW GAME



**P**OCKET-sized racing is about to return in the second 'Top Gear' mini-racer from Kemco. A few minor tweaks were still required when we played this top racer but the gameplay was fast and entertaining. There are a few different cars available and plenty of courses to test your driving skill. The graphics were quite large and visible making the game easier to play, but the corners can sometimes leap out at you. The cartridge also includes the rumble facility to add to the depth of the game and it's looking like it could be a winner. A full review will be coming to these pages shortly!



Out: April  
Published by:  
**Kemco**



**TUNEUP**

TOPSPEED 200P

ACCELERATION 200P

HANDLING 200P

BRAKING 200P



The gameplay is smooth and the graphics look great!

## Release schedule



**WATCH OUT FOR THESE GAMES...**

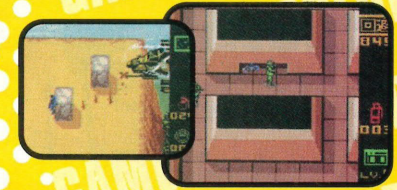
Rayman	Ubisoft	March
Daffy Duck Fowl Play	Infogrames	21 Jan
Speedy Gonzales	Infogrames	8 Feb
Janoah	Infogrames	25 Feb
Tonic Trouble	Ubisoft	March
International Karate	Studio 3	March
Crystallia	Nintendo	March



Tomb Raider	Eidos	March
Warlock	Nintendo	April
Looney Tunes		
Martian Alert	Infogrames	4 April
4x4 World Trophy	Infogrames	19 April
Le Mans 24 Hours	Infogrames	10 May
Asterix 3	Infogrames	10 May
UEFA Striker	Infogrames	June
Wacky Races	Infogrames	June



Wario Land 3	Nintendo	June
Alice in Wonderland	Nintendo	June
Perfect Dark	Rare	June
Donkey Kong	Rare	June/July
Wetrix	Infogrames	July
Zorro	Ubisoft	Spring
Total Soccer Manager	Ubisoft	Spring
Wario Land 3	Nintendo	Spring
Tetris Attack	Nintendo	Spring
Tony Hawk's Pro Skater	Activision	Spring



AniMorphs	Ubisoft	Sept
Metal Gear Solid	Konami	2000 TBA
Hunchback 2	Nintendo	2000 TBA
Banjo Kazooie	Rare	2000 TBA
Bass Fishing	Nintendo	2000 TBA
Bionic Commando	Nintendo	2000 TBA
Crystallia	Nintendo	2000 TBA
Deja Vu	Nintendo	2000 TBA
Zelda: Fruit Of The Mysterious Tree	Nintendo	2000 TBA
FOTMT Part 1	Nintendo	Summer
FOTMT Part 2	Nintendo	Autumn
FOTMT Part 3	Nintendo	Winter
Pokémon Gold and Silver	Nintendo	Winter

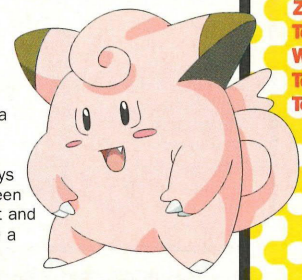


## Game Boy equipment



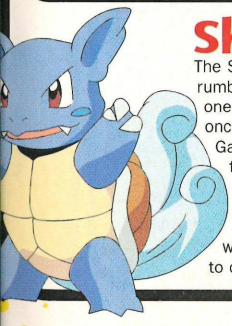
### Worm light

This handy little gadget attaches to the link cable port on the side of your Game Boy and provides light to brighten up your screen. It is a simple idea and an easy-to-use appliance that greatly helps your gaming. The main problem with the Nintendo hand-held has always been that without a good light source, the screen was difficult to see. This gadget solves all that and is very reasonably priced at £9.99. If you have a Game Boy, you must buy one of these! **5/5**



### Shock 'n' Rock

The Shock 'n' Rock is a bulky device that is a rumble pak, battery pak and sound simplifier all in one. The battery takes a fair while to charge, but once it is powered up, you'll be able to play your Game Boy for up to ten hours. The rumble feature works well and the sound amplification is okay, but then the sound on the Game Boy is certainly not its most impressive feature. On the whole, this is a good product which works well, but it's a little too bulky and heavy to carry around in your pocket! **3/5**







## NEWS

### Advance delays

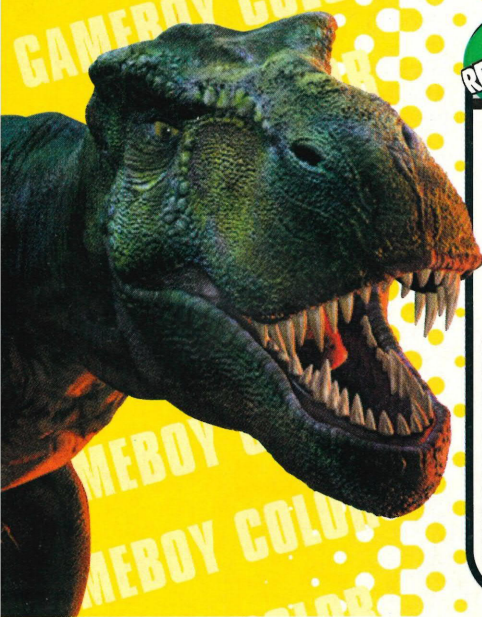
In a recent announcement, Nintendo Europe has hinted that the launch of Game Boy Advance may be delayed due to fabulous sales of the Game Boy Color. The Nintendo hand-held unit sold over a million units in the UK last year and that number will continue to grow with big game releases like *Tomb Raider* and *Metal Gear Solid*.

It seems silly to spoil a good thing and the Game Boy Color is certainly a good system. Game Boy Advance will almost certainly be available in 2001, but we'll have to wait for further decisions to be made before anything is confirmed. If wait we must, then wait we will!

### Dinky dino

Capcom is planning to bring last year's PlayStation smash *Dino Crisis* to the Game Boy Color. The survival horror game, which used the *Resident Evil* engine on the Sony machine, is being developed by M4, the company responsible for *Tazmanian Devil: Munching Madness*.

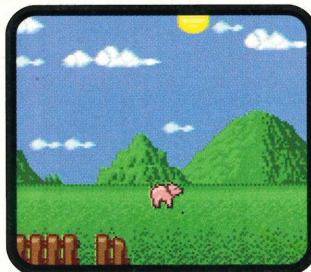
The new game will closely resemble Taz's game with a top-down perspective but that's where the similarity ends. The high level of gore and horror will be included and it will only be available for Game Boy Color users. Look out for more information and a preview coming very soon!



REVIEW

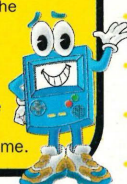
## Babe - I got you Babe

Out Now £24.99  
Published by: Crave



**Verdict...** The cutest pig ever is just as lovable on the Game Boy.

Wonderful graphics and plenty of puzzles make this an excellent game.

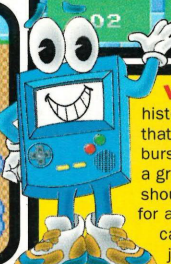


REVIEW

## Bubble Bobble

Out Now £24.99  
Published by: Kemco

**P**RETTY bubbles everywhere! This arcade classic is about to return but in hand-held form on the Game Boy Color. The game is unchanged from the very popular original and you'll soon be blowing more bubbles than Pavarotti in an underwater singing contest. Once an enemy has been captured inside a bubble you can jump onto it and burst it to kill the bad guys. When all the enemies are dead, you get to progress onto the next level and the game gets steadily harder as you move on. The addictiveness is still there and once you start playing, you'll find it pretty difficult to put down.



**Verdict...** Arcade history in sparkling form that is quite simply bursting with fun. This is a great game that should entertain you for a very long time and can be enjoyed by just about everyone.

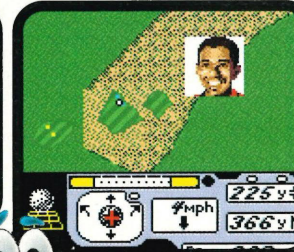
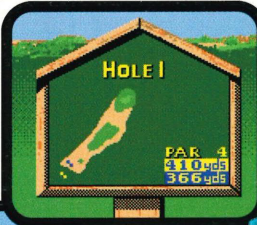
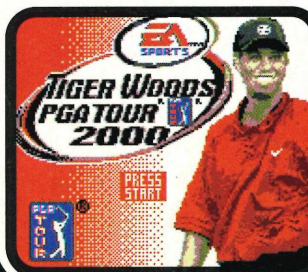
REVIEW

## Tiger Woods PGA Tour 2000

Out Now £24.99  
Published by: THQ

**G**OLF games involve rhythm and timing and you'll need both to tame this tiger! There are three different courses to choose from and you can select from a number of gameplay modes. The controls are a little tricky to master but once you have played a few holes, you'll soon get into

the swing of it. The game has plenty of realism and a whole bundle of brilliant features to enable greater control of the ball. This is a good golf game, but the tricky controls make things awkward and leave it well down the leaderboard.



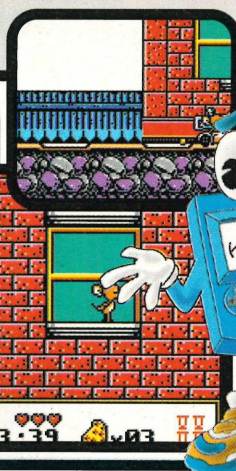
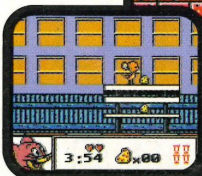
**Verdict...** Loads of realism and ball control techniques make this game ultimately difficult to play. It's a good effort but lacks the fun of *Mario Golf*!



REVIEW

## Tom And Jerry

**T**HIS platform game rolls along quite nicely as Jerry collects cheese and other items whilst battling his old enemy Tom. The graphics are okay and the game is fun to play. The levels are long and interesting, taking you to all sorts of different areas. There are numerous puzzles to test your skill and your journey is fraught with peril from all kind of strange enemies. The only major problem is determining what is harmful, but after a few short goes you'll soon get the idea.



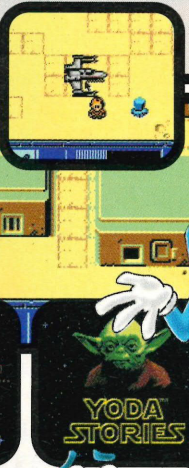
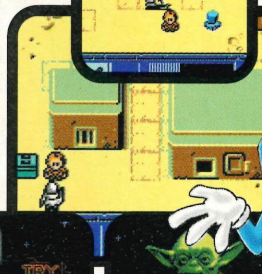
Out Now £24.99  
Published by: Take 2

**Verdict...** A good platform game with plenty of puzzles and lots of nasty enemies around. Tom and Jerry always make you laugh, but sadly, this game won't!

REVIEW

## Yoda Stories

**W**ITHOUT finishing your basic training you must dash to the aid of your friends. The Millennium Falcon is stranded and you have the parts needed to fix it, but a lot of open ground packed with imperial forces lies in wait for you young Jedi. There are plenty of puzzles that require endless searching in every direction. The game becomes a lot easier once you find a locator and some new weapons. You'll need the force to conquer this game.



Out Now £24.99  
Published by: THQ

**Verdict...** Average adventure game with stacks of puzzles to challenge a young Jedi. Needs bigger weapons earlier in the game to make the journey more fun.

## Top five games

**GOT A GAME BOY?** Go straight to the shops and get these games. Every one is brilliant!

**1. Pokémon Red/Blue**  
Best game ever made. Catch monsters, train 'em up and fight your friends. Amazing!



**2. Mario Golf**  
King of the swingers. Incredibly addictive golfing game that scores a hole in one!



**3. Legend of Zelda DX**  
Top class game! Just like the N64 version but on the small screen. Incredible!



**4. Dragon Warrior Monsters**  
A mix between Zelda and Pokémon that'll keep you up all night. Well worth owning.



**5. Super Mario Brothers DX**  
Awesome platformer from the early Eighties! Even ten years on this game is still kicking!



## Cheats!

Get ready to blow some big bubbles!



### CHEATING MADE EASY!

This month we've got codes to help you open all the levels on *Worms Armageddon* and *Bubble Bobble Classic*. To get these cheats to work, simply type in the correct code or select the correct images on the Password Entry screen. If you have typed the code correctly you'll get access to the desired level in the game. Brilliant eh?

### WORMS ARMAGEDDON

Level	Password
Jungle.....	[Image]
Cheese.....	[Image]
Medical.....	[Image]
Desert.....	[Image]
Tools.....	[Image]
Egypt.....	[Image]
Hell.....	[Image]
Treehut.....	[Image]
Garden.....	[Image]
Snow.....	[Image]
Construction Yard.....	[Image]
Pirate.....	[Image]
Fruit.....	[Image]
Alien.....	[Image]
Circuit.....	[Image]
Medieval.....	[Image]

### BUBBLE BOBBLE CLASSIC

Level	Password	Level	Password
01	BBBB	31	VSCC
02	CBCB	32	WCTC
03	DBBD	33	DBDB
04	FFBB	34	XBXB
05	GGBB	Boss	FCBD
06	HBHB	35	GBDB
07	JBBJ	36	JCDF
08	KKBB	37	KGCD
09	LLBB	38	LHCD
10	MBMB	39	MDJC
11	NBBN	40	NCDK
12	PPBB	41	PLCD
13	QBBB	42	QMCD
14	RBRB	43	RDNC
15	SBBS	44	SCDP
16	TTBB	45	TQCD
17	CCBB	46	VRCD
Boss	VVBB	47	WDSC
18	FCCC	48	XCDT
19	FDBC	49	GBCF
20	GFBC	50	HFCC
21	JCCG	51	JCFD
22	JBCH	52	JBFF
23	LJCC	53	KGBF
24	MCKC	54	LHBF
25	NCCL	55	MFJB
26	PMCC	56	NBFB
27	QNCC	57	PLBF
28	RCPC	58	QMBF
29	SCCQ	59	RFNB
30	TRCC	60	SBPF

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LARA CRONE'S ORIGINAL

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HAVE BEEN CHOSEN!

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## SHOOTING

### Aerofighters Assault

More like 'Top Gun' than Top Gun. Ugly, slow and too easy to finish. Get Pitowings instead.

**NINTENDO**  
Players 1  
Memory Pak X  
Rumble Pak X

48%

### Duke Nukem: Zero Hour

Outrageous violence with black humour! Stylish, deep gameplay and big boomsticks!

**GT INTERACTIVE**  
Players 1-4  
Memory Pak X  
Rumble Pak X

85%

### Nuclear Strike

Swooping helicopter strategy game which is the best in the 'Strike' series.

**THQ**  
Players 1  
Memory Pak X  
Rumble Pak X

84%

### South Park 64

Turok 2 with turkeys, guns and sampled swearing. Lame on your own but multiplayer is sweet!

**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

82%

### Armorines

Shoot giant bugs and run about a bit. Good graphics and plenty of green gore!

**ACCLAIM**  
Players 1  
Memory Pak X  
Rumble Pak X

80%

### Forsaken

360 degree shooting action. Big twisting levels, intelligent opponents and a stylish look.

**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

80%

### Quake 64

Fast paced sequel to Doom. Big guns, bigger enemies and a dark atmosphere. Dumb but fun!

**ACTIVISION**  
Players 1-4  
Memory Pak X  
Rumble Pak X

75%

### Turok: Dinosaur Hunter

Go hunting in Jurassic Park. Smart dino, big guns, many platforms and instant deaths!

**ACCLAIM**  
Players 1  
Memory Pak X  
Rumble Pak X

89%

### Army Men

Fantastic multiplayer mode, plus individual missions in large and small environments.

**3DO**  
Players 1-4  
Memory Pak X  
Rumble Pak X

80%

### Gauntlet Legends

Retro 3-D shooting game battling monsters through various dungeons.

**MIDWAY**  
Players 1-4  
Memory Pak X  
Rumble Pak X

82%

### Quake II

A second helping of slaughter! Simplistic but fast, great looking and a joy to play.

**ACTIVISION**  
Players 1-4  
Memory Pak X  
Rumble Pak X

83%

### Turok 2: Seeds of Evil

Massive 3-D game with violent dino and top weapons. Great animation and plenty of blood.

**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

90%

### Body Harvest

Go monster hunting. Talk to terrified people, nick their cars and save the Earth - neat!

**GREMLIN**  
Players 1  
Memory Pak X  
Rumble Pak X

84%

### GoldenEye 007

The best shooter ever! Innovative with smart enemies and a top plot.

**NINTENDO/RARE**  
Players 1-4  
Memory Pak X  
Rumble Pak X

96%

### Rainbow Six

Get the guns! Kill the baddies! You're a World War superhero!

**TAKE 2**  
Players 1-2  
Memory Pak X  
Rumble Pak X

93%

### Turok: Rage Wars

Best from the Turok camp so far with fast fire multiplayer and Mission mode.

**ACCLAIM**  
Players 4  
Memory Pak X  
Rumble Pak X

91%

### Buck Bumble

A cyber bumble-bee with a sting. The good ideas and smart design are lost in foggy levels.

**UBISOFT**  
Players 1-4  
Memory Pak X  
Rumble Pak X

70%

### Hexen

Doom's weaker brother with a medieval atmosphere. Dull with jerky graphics and terrible sound.

**GT INTERACTIVE**  
Players 1-4  
Memory Pak X  
Rumble Pak X

51%

### Robotron 64

A classic Eighties shooter returns but hold on a minute... weren't Eighties games rank?

**CRAVE**  
Players 4  
Memory Pak X  
Rumble Pak X

58%

### Vigilante 8

Hicane mix of cars and guns. Dive around, grab weapons and trash everything.

**ACTIVISION**  
Players 1-4  
Memory Pak X  
Rumble Pak X

89%

### Doom 64

Doom has failed the test of time! Slow, blocky visuals and non-existent animation.

**GT INTERACTIVE**  
Players 1-4  
Memory Pak X  
Rumble Pak X

60%

### Knife Edge

Aim the gun, move a sight, pull the trigger and wish you'd bought something else.

**KEMCO**  
Players 1  
Memory Pak X  
Rumble Pak X

33%

### Rogue Squadron

The force is strong with this one! Fly in low, smash up AT-ATs and shoot down Tie Fighters.

**NINTENDO**  
Players 1  
Memory Pak X  
Rumble Pak X

92%

### Vigilante 8: Second Offense

Awesome Seventies explosion-packed action. A fantastic road rampage!

**ACTIVISION**  
Players 1-4  
Memory Pak X  
Rumble Pak X

90%

### Duke Nukem

Doom with a sense of humour! Top action, top levels and comical enemies. Looks old thought!

**GT INTERACTIVE**  
Players 1-4  
Memory Pak X  
Rumble Pak X

80%

### Lylat Wars

Trigger-happy action that looks like a movie. Loads of levels, great visuals and gameplay.

**NINTENDO**  
Players 1-4  
Memory Pak X  
Rumble Pak X

90%

### Shadows of the Empire

The dark side of the force! Boring Doomclone levels and unplayable speeder bike racing.

**NINTENDO**  
Players 1  
Memory Pak X  
Rumble Pak X

50%





## Winback

Strategy shootouts with SWAT team mission objectives and fantastic forward rolls!

**KEIO**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

84%

## Worms Armageddon

The most fun you can have with a pink wriggly thing with your pants on!

**INFOGRAVES**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

91%

## California Speed

Nearly the worst racing game ever. So easy you could finish it with your eyes shut (seriously).

**MIDWAY**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

11%

## Carmageddon

The worst racing game ever. Kill burned zombies and get lost on unmarked tracks.

**SCI**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

10%

## Episode One Racer

Blindingly fast racer! Jedi-like depth and Jabba-sized tracks. Use the force to finish it!

**LUCASARTS/NINTENDO**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

90%

## Extreme G

Futuristic bike racing. Stonkingly fast, but the bikes are difficult to control.

**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

60%

## Mario Kart 64

Excellent racing with your mates – but those N64 characters cheat like crazy!

**NINTENDO**  
Players 1-4  
Memory Pak X  
Rumble Pak X

91%

## Micro Machines 64

Toy car racing in a house. Novel gameplay and brilliant multiplayer fun.

**CODEMASTERS**  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

90%

# RACING

## Aero Gauge

Speed that's been bought at the expense of the graphics and gameplay.

**ASCII**  
Players 1-4  
Memory Pak X  
Rumble Pak X

30%

## Cruis'n USA

Very poor racing game without the road kill of the arcade version.

**NINTENDO**  
Players 1-2  
Memory Pak X  
Rumble Pak X

30%

## Extreme G XG2

Slow racer with jerky and plain-looking graphics. There's a lot better than this!

**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

70%

## Monster Truck Madness

Fuzzy, boxy, snally racing game with big, gravity defying trucks.

**TAKE 2**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

43%

## Cruis'n World

The worse game from the 'Cruis'n' camp. Cruise? I'd rather eat ear wax.

**NINTENDO**  
Players 1-2  
Memory Pak X  
Rumble Pak X

15%

## F1 Pole Position

Wasn't any good when it came out... still no good now. Leave this one in the pits!

**UBISOFT**  
Players 1-2  
Memory Pak X  
Rumble Pak X

40%

## MRC

Only three tracks! Slow, old and uninteresting. Get a newer game.

**OCEAN**  
Players 1-2  
Memory Pak X  
Rumble Pak X

58%

## Automobili Lamborghini

Feels more like a Robin Reliant than a Lamborghini! Dull visuals and dreary gameplay.

**TITUS**  
Players 1-2  
Memory Pak X  
Rumble Pak X

72%

## Destruction Derby

Multiplayer mayhem and sudden death matches with arcade-style graphics and big crash feasts!

**THQ**  
Players 1-4  
Memory Pak X  
Rumble Pak X

87%

## F1 WGP

Recreates the '97 season of F1. Looks, sounds and smells just like the real thing.

**NINTENDO**  
Players 1-2  
Memory Pak ✓  
Rumble Pak X

90%

## Nascar 2000

Racer that goes round and round and round. Dull cars and tedious tracks.

**EA**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

20%

## Beetle Adventure Racing

Herbie goes ballistic! Huge tracks and fine handling. Best arcade car racing game.

**ELECTRONIC ARTS**  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

90%

## Diddy Kong Racing

Takes Mario Kart and better it. Great graphics, characters and Adventure mode!

**NINTENDO/RARE**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

92%

## F1 WGP II

The second lap for F1. Is just as good as the last one but even faster!

**NINTENDO**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

95%

## Penny Racers

Interesting idea, but too slow and sluggish to deliver. An ugly, boring little racer.

**THQ**  
Players 4  
Memory Pak X  
Rumble Pak ✓

62%

## F-Zero X

Remake of the old SNES game. Fast, competitive and dangerously addictive.

**NINTENDO**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

## Racing Simulation MGP

Super fast Formula One racing without licence – real F1-heads prefer F1 WGP II.

**UBISOFT**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

84%

## Gt 64

Very poor! Jerky and slow with awkward controls. Needs to be binned!

**OCEAN**  
Players 1-4  
Memory Pak X  
Rumble Pak X

50%

## Revolt

Twitchoy remote control cars race around real world environments.

**ACCLAIM**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

84%

## Hot Wheels

Wacky Racer-style car chase. The gameplay is too simple to be a challenge.

**EA**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

65%

## Road Rash

Burly biker mayhem in this super violent arcade-style racing game.

**THQ**  
Players 4  
Memory Pak X  
Rumble Pak ✓

79%

## Lego Racers

Slow racer on short circuits with brilliant Car Construction and Build Driver modes.

**LEGO**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

84%

## Roadsters

Good, solid racer with sleek cars and challenging tracks. Not quite up with F1 WGP II.

**TITUS**  
Players 4  
Memory Pak ✓  
Rumble Pak ✓

88%

# Steering wheels

## ASCII WHEEL

The small wheel that works big! Fast response and fits anywhere. A bit pricey!

Pedals X  
Rumbles X  
☆☆☆☆  
£49.99

## TOP GEAR LOGIC

Best wheel you can buy! Leather look, brilliant handling and fully programmable. Brilliant!

Pedals ✓  
Rumbles X  
☆☆☆☆  
£69.99

## Q64 STEERING WHEEL WITH RUMBLE EFFECT

This is up there with the best! Smooth handling, well laid out and a top rumble. Fantastic!

Pedals ✓  
Rumbles ✓  
☆☆☆☆  
£69.99

## ULTRA RACER

Top alternative to a wheel. Looks neat and works an absolute treat!

Pedals X  
Rumbles X  
☆☆☆☆  
£29.99

## OFFICIAL JORDAN GRAND PRIX RACING WHEEL

Fantastic F1 replica. Looks top and has the best gear stick! Get this and F1 WGP!

Pedals ✓  
Rumbles ✓  
☆☆☆☆  
£59.99

## V3FX RACING WHEEL

Top wheel! Well laid out, handles brilliantly and easily programmable. A good buy.

Pedals ✓  
Rumbles ✓  
☆☆☆☆  
£59.99





# Rush 2: Extreme Racing

Gaudy visuals, over-the-top racing and laughable sound. Simple but fun!

**GT INTERACTIVE**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

80%

# Supercross 2000

MotoX racer which looks good and pulls some good stunts but is still dull.

**EA SPORTS**  
Players 4  
Memory Pak ✓  
Rumble Pak ✓

70%

# 1080 Snowboarding

Flawless reproduction of the raddest sport around! Stunning and addictive.

**NINTENDO**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

93%

# Top Gear Overdrive

Fast arcade racer! Great cars, top tracks, challenging gameplay plus hi-res mode.

**KEMCO**  
Players 4  
Memory Pak ✓  
Rumble Pak ✓

82%

# FIGHTING

# Mortal Kombat Mythologies

Hooray! At last, a game bad enough to get into single figure scores. Triple!

**GT INTERACTIVE**  
Players 1  
Memory Pak X  
Rumble Pak X

9%

# San Francisco Rush

Bomb around 'Frisco! Painfully bright colours, but a good crack to play!

**GT INTERACTIVE**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

80%

# Top Gear Rally

Great testing tracks and fluid car dynamics in this top rallying racer.

**KEMCO**  
Players 4  
Memory Pak X  
Rumble Pak ✓

76%

# Clayfighter

Terrible 2-D tosh. Never, ever touch it. Its got all kinds of nasty sicknesses.

**INTERPLAY**  
Players 4  
Memory Pak X  
Rumble Pak X

12%

# Mortal Kombat Trilogy

Clumsy fighter with flat characters, lumpy animation, and rubbish controls!

**GT INTERACTIVE**  
Players 1-2  
Memory Pak X  
Rumble Pak X

48%

# S.C.A.R.S.

Racer involving Animal/car hybrids. Fun to play, and nice to look at too!

**UBISOFT**  
Players 4  
Memory Pak X  
Rumble Pak ✓

85%

# TGR 2

Addictive and entertaining racing game which creates a new visual rallying experience.

**KEMCO**  
Players 4  
Memory Pak ✓  
Rumble Pak ✓

86%

# Dark Rift

Ancient N64 fighter. Interesting characters but shallow gameplay.

**ACTIVISION**  
Players 1-2  
Memory Pak X  
Rumble Pak X

65%

# Nightmare Creatures

Dark and gloomy with lots of blood, sword-swinging and foul beasts running about.

**ACTIVISION**  
Players 1-2  
Memory Pak X  
Rumble Pak X

60%

# Snowboard Kids

Mario Kart-style snowboarding, big jumps and power-ups but too slow.

**ATLUS**  
Players 4  
Memory Pak X  
Rumble Pak ✓

70%

# V-Rally Edition '99

Tricky rally racing. Crisp visuals and 48 tracks - but awkward controls!

**INFOGRADES**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

75%

# Dual Heroes

Power Rangers look-a-likes. Ugly, weirdly disjointed, slow, and virtually unplayable.

**HUDSON SOFT**  
Players 1-2  
Memory Pak X  
Rumble Pak X

35%

# Rakuga Kids

Insanity. Fights with scissors, disco dancers and washing machines. Too random!

**KONAMI**  
Players 1-2  
Memory Pak X  
Rumble Pak X

65%

# Snowboard Kids 2

Pretty much the same as the last one but with better graphics and Story mode.

**ATLUS**  
Players 4  
Memory Pak X  
Rumble Pak ✓

80%

# World Driver Championship

Challenging gameplay and big time realism. Fast, taxing and very frantic.

**KEMCO**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

86%

# Fighter's Destiny

Good fighting game with good controls but not enough moves to work with.

**OCEAN**  
Players 1-2  
Memory Pak X  
Rumble Pak X

82%

# Ready 2 Rumble

Top 3-D fighting in the ring between lots of beautifully-rendered boxers.

**MIDWAY**  
Players 4  
Memory Pak X  
Rumble Pak ✓

92%

# South Park Rally

Rip-roaring rallying fun with crazy games and 29 South Park people.

**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

89%

# Fighting Force

Walk along kicking and punching people. It's a bit boring really.

**CRAVE**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

40%

# Super Smash Brothers

Cute scrapper with Mario and all his Nintendo mates. It's a great laugh in four-player.

**NINTENDO**  
Players 4  
Memory Pak X  
Rumble Pak ✓

85%

# Rumble paks

## SPORT PAK

Funky rumbler that looks like a football! Bargain price with memory included!

☆☆☆☆ £14.99



## VIBATRON PAK

Bargain buzzer with a two speed setting. Not as good as the official pak but good anyway.

☆☆☆ £9.99



## VIBRA PAK 256K

Good rumbler with a cool blue case and memory on board. Doesn't need any batteries either!

☆☆☆☆ £9.99



## LX4 TREMOR

Best pak ever! Rumbles like a wrestler and saves games!

☆☆☆☆ £17.99



## NINTENDO PAK

Original rumbler! Shakes your pad out of your hand but it needs batteries.

☆☆☆☆ £14.99



## LX4 TREMOR

This little beauty has got five different settings, so get ready to rumble!

☆☆☆☆ £12.99



# Knockout Kings

Realistic looking fighter featuring famous boxers and Create Boxer model

**EA**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

75%

# Mace: The Dark Age

Fantasy-based characters move well and look good but soon become tedious.

**GT INTERACTIVE**  
Players 4  
Memory Pak X  
Rumble Pak ✓

69%

# War Gods

Hopeless fighter with naff moves and an utterly ridiculous control method.

**MIDWAY**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

38%

# Xena

Fantasy fighting action with high kicks and all your favourite greek warriors.

**TITUS**  
Players 4  
Memory Pak X  
Rumble Pak ✓

90%

# Mortal Kombat 4

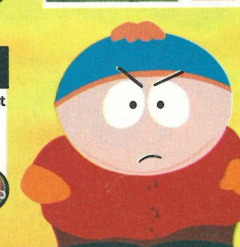
MK's first foray into 3-D. Fast fighter with awesome action and gruesome deaths.

**GT INTERACTIVE**  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

85%



Mortal Kombat can kiss my ass!



Who the hell are you looking at?



# PUZZLE

## Lode Runner



Quirky head-bender that's let down by visual and mental repetition!  
**INFOGRADES**  
Players 1-2  
Memory Pak X  
Rumble Pak X

41%

## Bust-A-Move '99



The best from the dangerously addictive Bust-A-Move range.  
**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

90%

## Bust-A-Move 2



Line 'em up, let 'em go and get three of the same colour together. Top puzzler!  
**ACCLAIM**  
Players 1-2  
Memory Pak X  
Rumble Pak X

82%

## Bust-A-Move 3



Still a top puzzler - you really need to own one of these Bust-a-Move Games!  
**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

88%

## Charlie's Blast Territory



Fat builder tries to work out puzzles. Clumsy and totally crummy looking!  
**HASBRO**  
Players 1-2  
Memory Pak X  
Rumble Pak X

45%

## Glover



Puzzler starring a white glove. Run on fingers, bounce balls and die a lot. Frustrating!  
**HASBRO**  
Players 1  
Memory Pak X  
Rumble Pak X

78%

## Silicon Valley



Wonderfully weird. Hovering sheep, turbo mice and dogs with guns!  
**TAKE 2**  
Players 1  
Memory Pak X  
Rumble Pak X

92%

## Tetrisphere



Tetris comes full circle! Spin blocks and match pieces to free the robot.  
**ASCII**  
Players 1-2  
Memory Pak X  
Rumble Pak X

60%

## The New Tetris



Top rendition of the granddaddy of puzzle games. Tense building game.  
**NINTENDO**  
Players 1-2  
Memory Pak X  
Rumble Pak X

83%

## Virtual Chess



Virtual wood-pushing strategy game! Take on the grandmaster N64.  
**TITUS**  
Players 1-2  
Memory Pak X  
Rumble Pak X

72%

## Wetrix



Tetris but with water and fire. Brilliantly tense dam-building, water-catching puzzler.  
**OCEAN**  
Players 1-2  
Memory Pak X  
Rumble Pak X

90%

# Parky's Favourite!



**1 Basemasters**  
Fishing is the best bloodsport!

**2 Toy Story**  
Buzz is off to save the day!

**3 Vigilante 8: 2**  
Gun-toting wheelspins!

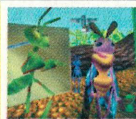
**4 Top Gear Rally**  
A speed freak's wet dream.

**5 Nuclear Strike**  
Top bomb-dropping action!

# PLATFORM



## A Bug's Life



This game will really 'bug' you (ho ho). Dull, sloppy visuals and crummy controls.  
**ACTIVISION**  
Players 1-4  
Memory Pak X  
Rumble Pak X

58%

## Mischief Makers



Insane Japanese platformer. Control a schoolgirl, save a scientist and avoid gropers!  
**ENIX**  
Players 1  
Memory Pak X  
Rumble Pak X

60%

## Banjo Kazooie



Brilliant platformer/adventure game with loveable characters and great ideas.  
**NINTENDO/RARE**  
Players  
Memory Pak X  
Rumble Pak X

94%

## Rayman 2



Armless fun from this unlikely hero from outer space. Colourful 3-D platformer.  
**UBISOFT**  
Players 1  
Memory Pak X  
Rumble Pak X

93%

## Bomberman 64



Run about and blow stuff up with bombs - gets a bit monotonous after a while.  
**HUDSON**  
Players 1  
Memory Pak X  
Rumble Pak X

66%

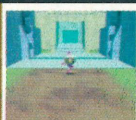
## Starshot: Space Circus



Stuttery freak-finding game. Great story, but you get lost an awful lot!  
**INFOGRADES**  
Players 1  
Memory Pak X  
Rumble Pak X

72%

## Bomberman Hero



I'm a firestarter! The urban terrorist strikes again in this slightly updated version.  
**HUDSON**  
Players 1  
Memory Pak X  
Rumble Pak X

66%

## Super Mario 64



The plumber's game. Intrepid Mario sets off into a world of action and adventure!  
**NINTENDO**  
Players 1  
Memory Pak X  
Rumble Pak X

94%

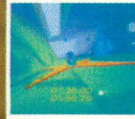
## Chameleon Twist



Perfect your tongue technique. Not great, but quirky enough to be good fun!  
**SUNSOFT/OCEAN**  
Players 1  
Memory Pak X  
Rumble Pak X

58%

## Tonic Trouble



Tiny purple-headed alien sets off to save the world from troublesome Tonic.  
**UBISOFT**  
Players 1  
Memory Pak X  
Rumble Pak X

84%

## Earthworm Jim 3D



Great fun, crazy platformer featuring the only worm to have arms and legs!  
**VIRGIN**  
Players 1  
Memory Pak X  
Rumble Pak X

83%

## Toy Story 2



Action adventure that doesn't quite live up to the reputation of the film.  
**ACTIVISION**  
Players 1  
Memory Pak X  
Rumble Pak X

80%

## Gex



Ridicules TV shows - funny, but camera angles and sloppy controls spoil it.  
**GT INTERACTIVE**  
Players 1  
Memory Pak X  
Rumble Pak X

60%

## Yoshi's Story



Simplistic 2-D platformer with the funny, squeaky, tongue-lashing dinosaur.  
**NINTENDO**  
Players 1  
Memory Pak X  
Rumble Pak X

80%

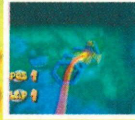
## Iggy's Reckin' Balls



Platformer/racer mtd Original fun for up to four players but simplistic and too easy.  
**ACCLAIM**  
Players 1-4  
Memory Pak X  
Rumble Pak X

55%

## 40 Winks



Control two kids as they roam around Dreamworld, protecting our dreams from hoodwinks.  
**GT INTERACTIVE**  
Players 1  
Memory Pak X  
Rumble Pak X

95%

# Joypads

The link between you and your N64 is the most important peripheral. You'll need those extra pads to play games with your mates too...

## OFFICIAL NINTENDO PAD



The best pad by miles. Precise, reliable and a joy to use. Best buy!  
£19.99  
★★★★★

## G64 CONTROLLER



This smooth version of the controller from Gamester incorporates auto-fire and slow-motion.  
£19.99  
★★★★★

## EVOLUTION CONTROL SYSTEM



Funky strap-on controller which makes you wave your arms while you play!  
£29.99  
★★★★★

## MIRAGE



Funky look but a comfy feel! A bit too chunky but the buttons are good!  
£17.99  
★★★★★

## MANTARAY



Only pad to come close to the official one. Chunky, comfy and funky tool!  
£14.99  
★★★★★

## SHARKPAD PRO 64



Stylish pad! Clear plastic, inventive design and it works well too!  
£14.99  
★★★★★



## SPORTS

### All Star Baseball



Serious baseball action, crystal clear visuals and well-paced gameplay.

**ACCLAIM**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

85%

### ISS 64



Superb footy action. Fast, easy to play and great depth, but beaten by ISS 98.

**KONAMI**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

### Nagano Olympic Hockey



Wayne Gretzky's but with Olympic teams. Fun, but can't fight off Breakaway!

**MIDWAY**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

75%

### NHL Breakaway



Frantic combo of nutcases with knives of their feet and big sticks. Excellent!

**ACCLAIM**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

90%

### NHL Breakaway '99



Completely identical to the last game. Don't buy both, for goodness sake!

**ACCLAIM**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

68%

### All Star Tennis

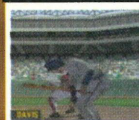


Excellent tennis game. Obviously we preferred the Strip mode in Centre Court.

**UBISOFT**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

89%

### Ken Griffey Jr's Slugfest



Kenny's second pitch is stronger, but still not enough to strike out ASB 2000.

**NINTENDO**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

79%

### NBA Pro '98



Too serious basketball game awash in a sea of fuzzy graphics and blurriness.

**KONAMI**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

53%

### NHL '99



Realistic ice fighting. Nice animation but a lot slower than Breakaway.

**EA**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

89%

### ASB 2000



Great bat 'n' ball game and we're not talking about rounders! Top baseball.

**ACCLAIM**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

95%

### Kobe Bryant in NBA



Detailed, action-packed and easy-to-play. Nintendo takes the ball and dribbles!

**NINTENDO**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

80%

### NBA Hangtime



Lacking technical brilliance but gameplay is good with gravity-defying moves!

**MIDWAY**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

65%

### NHL Pro '99

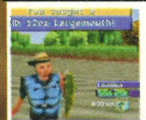


Silly camera angles and slowish movement make this a poor example of hockey.

**KONAMI**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

77%

### BassMasters 2000



Fish it up to the max and reel 'em in with this truly novel timewaster!

**THQ**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

82%

### Madden '98



Classic US footy game. Uglier than the competition but good to play with mates!

**EA**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

80%

### NBA Jam '99



Realistic game aimed at fans of the game without pick up and play appeal.

**ACCLAIM**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

60%

### Premier Manager



The best football manager game on the Nintendo. The only one. Still good though.

**GREMLIN**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

### Centre Court Tennis



Top cartoony ball-thwacking tennis - plus the racy Strip Tennis mode too!

**SUNSOFT**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

### Madden '99

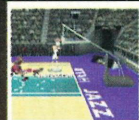


All-eing, all-dancing rendition of US footy. Kick out the competition.

**EA**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

85%

### NBA Jam 2000



Deja-vu. Yet another in a long line of not-so-hot basketball games.

**ACCLAIM**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

60%

### VR Pool



Pool without the fight over who's on the table next. Not as much fun as real thing.

**INTERPLAY**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

83%

### EPGA Golf



Golfing with dodgy camera angles and blurry graphics. Very frustrating!

**INFOGAMES**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

55%

### Madden 2000



Top of the Madden scam heap. Big, bolshy boys and big, banging graphics.

**EA**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

91%

### NBA Live 2000



Average to good basketball game, with accurate passing as an added extra.

**EA**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

84%

### Waialae Golf



Ruin a good walk and waste money! Dodgy graphics, general dullness.

**NINTENDO**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

69%

### FIFA 64

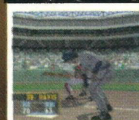


Rubbish, ancient, one-legged footy game hobbling around the pitch.

**EA SPORTS**  
Players 1  
Memory Pak ✓  
Rumble Pak ✓

34%

### Major League Baseball



Arcade-style American rounders! Looks bland after All Star but still pretty good!

**NINTENDO**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

80%

### NFL Blitz

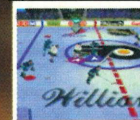


Top US football game, featuring super violence. Close second to Madden.

**MIDWAY**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

### Wayne Gretzky's Hockey



Top blood-spilling and super-violent hockey game. The best yet.

**GT INTERACTIVE**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

### FIFA '98: RTWC



It's a nice little player, but it's beaten to the back of the net by ISS!

**EA**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

85%

### Mario Golf



Mario and co interrupt a good walk and get clubbing. Top golfing game.

**NINTENDO**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

### NFL Quarterback Club

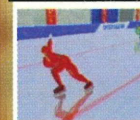


Just fails to make the nine yards. Superb visuals but Madden kicks it into touch.

**ACCLAIM**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

83%

### Winter Olympics



Snow-bound Olympic sportsman ship, including speedskating and curling.

**MIDWAY**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

70%

### FIFA '99



Top realistic footy action with the official licence. Good, but not as good as ISS.

**EA**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

90%

### Michael Owen's WLS

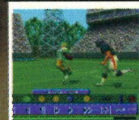


A few good moves, some interesting play, but no way the top footy game.

**INTERPLAY**  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

82%

### NFL Quarterback Club '99



Better than its predecessor. But still not up to the standard of Madden 2000.

**ACCLAIM**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

84%

### World Cup '98



Realistic footy that pales next to ISS. The gameplay just isn't good enough!

**EA**  
Players 1-2  
Memory Pak ✓  
Rumble Pak ✓

87%



## WCW Nitro



Total tosh wrestling. Less realistic than the real thing. Finish him!

THQ  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

62%

## Holy Magic Century



Silly characters, ridiculous story and boxy, baffled graphics. Can it, Stan.

KONAMI  
Players 1  
Memory Pak X  
Rumble Pak ✓

50%

## OTHER STUFF

## Paperboy



Fairly bad conversion of arcade classic. Chuck papers at houses, cry at graphics.

MIDWAY  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

65%

## WCW V NWO



Looks good, moves well, and you even have to show off to the crowd to win!

THQ  
Players 1-4  
Memory Pak X  
Rumble Pak X

80%

## Hybrid Heaven



Futuristic role play, confusing story and with a very small gun. Dull!

KONAMI  
Players 1  
Memory Pak ✓  
Rumble Pak ✓

57%

## Air Borders



Pull tricks on a hovering skateboard. Huge levels and good controls, but a bit basic.

HUMAN  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

66%

## Pilotwings 64



Wonderful flying game with handgliders, gyrocopters and loads more!

NINTENDO  
Players 1  
Memory Pak X  
Rumble Pak ✓

90%

## WCW /NWO Revenge



More big sweaty men grappling! Good graphics and crowd-pleasing action.

THQ  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

85%

## Jet Force Gemini



Fantastic graphics and gameplay as twins battle giant ants to save ewoks.

RARE/NINTENDO  
Players 1-4  
Memory Pak ✓  
Rumble Pak ✓

93%

## Blast Corps



Wanton destruction in a global scale. Lots of vehicles, good gameplay.

RARE  
Players 1  
Memory Pak X  
Rumble Pak X

80%

## Pokémon Snap



Capture cutesy Pokémon on camera – win more points for better poses. Addictive!

NINTENDO  
Players 1  
Memory Pak X  
Rumble Pak X

91%

## WCW Mayhem



Blocky, samey wrestler with too few moves and rubbish Create mode.

EA  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

65%

## Mystical Ninja



Surreal Japanese game! Save world from a giant peach via conversation and sub-games.

KONAMI  
Players 1  
Memory Pak X  
Rumble Pak ✓

73%

## Chef's Luv Shack



Funny jokes and South Park's animation but no lastability in this quiz show game.

ACCLAIM  
Players 1-4  
Memory Pak X  
Rumble Pak X

70%

## Rampage Universal Tour



Better than before but not by much! Smash stuff and eat people till you get bored!

GT INTERACTIVE  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

37%

## WWF Attitude



Work-a-day wrestler that features all the top celebs from the WWF circuit.

EA  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

62%

## Resident Evil 2



Super gruesome zombie-fest in a two full of the undead. Ticking, fascinating and scary.

VIRGIN  
Players 1  
Memory Pak X  
Rumble Pak ✓

94%

## Command & Conquer



Build army, control troops, and keep heaven supplied with souls. Warmongering fun.

NINTENDO  
Players 1  
Memory Pak X  
Rumble Pak X

81%

## Rat Attack



You're a cat, you have to chase rats and catch them. Repetitive and odd.

THQ  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

70%

## WWF Warzone



Mighty wrestler, but still defeated in the end by the miracle that is WWF 2000.

ACCLAIM  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

84%

## Rocket: Robot on Wheels



Creative and gorgeously-rendered adventure with highly original gameplay.

UBISOFT  
Players 1  
Memory Pak ✓  
Rumble Pak ✓

91%

## Mario Party



50 small games rolled up into one! Fantastic four-player game!

NINTENDO  
Players 1-4  
Memory Pak X  
Rumble Pak X

87%

## Rugrats



Odd. A board game on the Nintendo? Slow game with the Rugrats.

THQ  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

81%

## WWF 2000



The best wrestler ever. Pile drives the rest into the ground. Top Create mode too!

THQ  
Players 1-4  
Memory Pak X  
Rumble Pak ✓

94%

## Shadowgate



Boringly empty castle with little to do. Just lock yourself in a cellar, it's cheaper!

KEMCO  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

40%

## Shadow Man



Venture into the land of the undead as a tortured soul to save the living.

ACCLAIM  
Players 1  
Memory Pak X  
Rumble Pak ✓

88%

## Superman



Man in parts features in highly rubbish game. Useless graphics and gameplay.

TITUS  
Players 1-2  
Memory Pak X  
Rumble Pak ✓

30%

## Zelda 64



Save Hyrule from evil. The best game on the Nintendo. Or on anything, ever.

NINTENDO  
Players 1  
Memory Pak X  
Rumble Pak ✓

98%

## Castlevania



Whip vampires back into the underworld! Great fun, but a bit too short.

KONAMI  
Players 1  
Memory Pak X  
Rumble Pak X

80%

## Donkey Kong 64



Five monkeys set out on the biggest adventure/platformer ever. Buy it!

RARE/NINTENDO  
Players 1-4  
Memory Pak X  
Rumble Pak X

94%

The hunt is back on, so get your magnifying glasses out and start looking!

## Park's Big Game Hunt!

Yes, just answer these few questions and send the form to Parky at N64 Pro, Paragon House, St Peter's Rd, Boumemouth BH1 2JS and you could win one of these fantastic Rumble Force Steering Wheels from Gamester.

1. What is the new addition to the racing section?
2. Who is Parky out to catch this month?
3. Who's standing on the steering wheel section?
4. What is the newest basketball game in the Park?

Name...

Address...

Postcode...



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## NINTENDO PRO

OFFICIAL! WORLD'S BIGGEST N64 MAGAZINE

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POKÉMON  
STADIUM -  
IT'LL BE  
BATTLE-  
TASTIC!

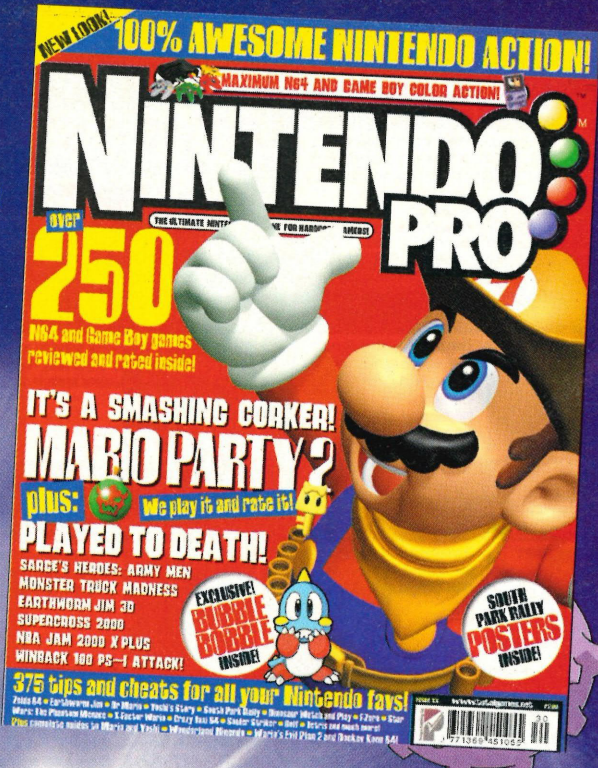
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make you a  
winner!



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#### Thanks to...

Control Zone - 01590 677144, Roy Kimber,  
Kathryn@Planet Distribution,  
Faye and Asam@THQ, Shelly, Jon,  
Sandra@Nintendo, Woody, and All@Infogrames

Printed by: Polestar Chantry, Brindley Way,  
41 Industrial Estate, Wakefield WF2 0XQ  
Distributed by: Seymour International, 1st Floor, 86 Newman  
Street, London W1P 3LD,  
Tel: (0171) 396 8000

ISSN: 1369-4510

Cover Images supplied by THE Games

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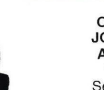
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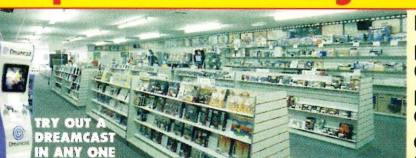


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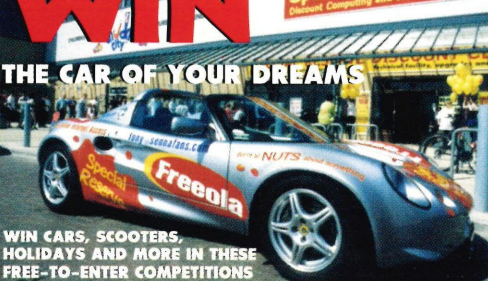
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